

10 PAGES OF TRICKS AND STRATEGIES

Play Like a Pro: Triple Play 2001, Tony Hawk's Pro Skater, MediEvil 2, and much more!

ZIFF DAVIS

**Official
U.S.**

Volume 3
Issue 10



PlayStation

Magazine

METAL GEAR SOLID 2

SONS OF LIBERTY
One Word: Wow

PS2: WHEN & HOW MUCH?

Only 4 Months To Go
Full Disclosure Page 30



TONY HAWK

TELLS US WHY TONY HAWK'S PRO SKATER 2 IS THE PERFECT BLEND OF SKATE & GAME CULTURE

PLAY AND WIN \$10,000

BUST OUT YOUR MOVES
Play Our Tony Hawk's
Pro Skater 2 Demo for your
chance to win! Details Inside

OVER 50 NEW GAMES INSIDE

PLAYSTATION & PS2
The World is Not Enough
Dino Crisis 2 • Final Fantasy IX
Driver 2 • Madden NFL 2001

500

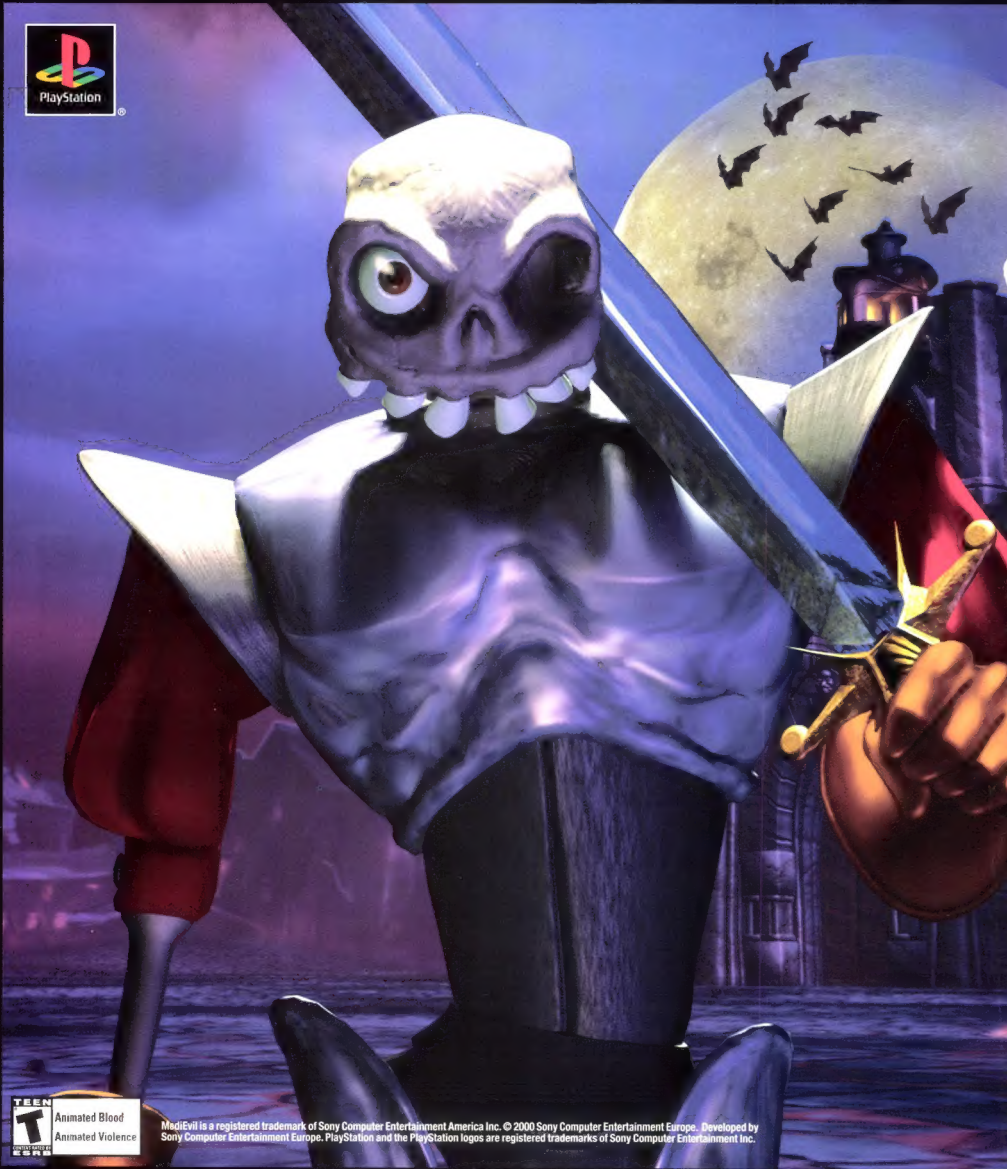
GAMES RATED
The Ultimate
PlayStation
Buying Guide

July 2000
\$7.99 U.S.
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5 PLAYABLE DEMOS INSIDE Tony Hawk's Pro Skater 2 • Legend of Dragoon
Star Trek Invasion • MLB 2001 • Mr. Driller



Animated Blood
Animated Violence

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PASTY COMPLEXION,
FUNNY ACCENT,
BAD TEETH.

HE'LL FEEL
RIGHT AT HOME
IN LONDON.

Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palethorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal—Gatling guns, torches, axes, his own removable arm and more. Between mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends—a mad professor, a wily ghost and his Egyptian princess girlfriend—to prevail over an unspeakable horror. After all, a guy can't save the world on bad looks alone.

MEDIEVIL II

A GOTHIC JOURNEY TO DIE FOR.



A NUCLEAR BOMB IS ABOUT TO DETONATE,

IT'S CONTROLLED BY SADISTIC THERMO-TERRORISTS,

AN AMBASSADOR'S LIFE HANGS IN THE BALANCE,

NO REINFORCEMENTS ARE COMING...



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CAN YOU?**

DANNYWAY

HELICOPTER DROP, LAS VEGAS, LUKE OGDEN PHOTO

SHOE FEATURED:
DANNY'S SIGNATURE
MODEL, THE **EVOLUTION**



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Animated Violence

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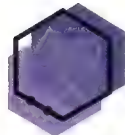
Published by Square Electronic Arts L.L.C.

Tons of tricks and advice on how to get through the hard bits in MediEvil II. We've also got all the tips you'll ever need for Tony Hawk's Pro Skater and Triple Play 2001, PLUS! Tons of cheats for the most popular games.



For icy cool breath that lasts





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Everything you need to know to get our exclusive disc up and running

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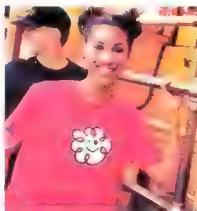
Let us know your thoughts. Write us at our usual address, or send us e-mail at OPM@ziffdavis.com

Spin • 30

News, gossip and culture. If it's happening in the world of PlayStation, this is where you'll find out about it. This month we reveal the PlayStation 2 launch details, plus hot news from E3

Top Secrets • 110

Tricks for the most popular games, plus strategies for Medi Evil II, THPS and Triple Play 2001



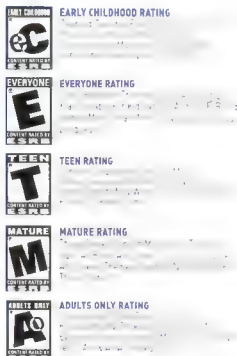
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John Davison
Editor in Chief

Welcome

to the new look of the *Official U.S. PlayStation Magazine*. At a point in time when everything is changing in the PlayStation world, we thought it was time to give the magazine a fresh lick of paint. As you've no doubt noticed by now, we're a larger size, the magazine has been completely changed from front to back, and there are some new faces inside. We'll still be bringing you our exclusive demo disc every month along with the most comprehensive coverage you'll find anywhere, but now we're ready to tackle everything the PlayStation can throw at us. More than 27 million of you now own PlayStations, and with PS2 we're going to see the types of entertainment available on the system broaden considerably. With your input, we'll tackle this in the most thorough and entertaining fashion we can. E-mail us your thoughts at OPM@ziffdavis.com

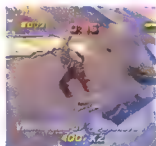


WWW.ESRB.COM

DEMO DISC THIS MONTH



PLAYABLE DEMOS



TONY HAWK'S PRO SKATER 2

This demo is so cool, you won't be able to wait for the final game later this year. Make sure you practice too, because you can play the demo and win \$10,000 if you post your score at www.activision.com

LEGEND OF DRAGON TEEN RATING

A surprisingly cool-looking game from Sony Computer Entertainment 1 imitates on is the sincerest form of flattery, then the guys at Square are probably blushing right now, as Legend of Dragon pays homage to Final Fantasy in many of its characteristics. Check out the demo and get a taste of the beautifully designed, character-driven story. You'll be hooked. Plus, check out our review on page 102

MLB 2001 EVERYONE RATING

This year's offering from 989 Sports is pretty much neck-and-neck with EA's Triple Play 2001... just like always. The demo offers 2 1/2 innings of play in an All-Star match, so step up to the plate and give it a swing

MR. DRILLER EVERYONE RATING

Try a game that's simple, addictive and fun, and you'll demonstrate this more ably than Nintendo. Mr. Driller. The premise is incredibly simple. You drill through blocks to get to the bottom of the screen, and you try to do it without anything dropping on your head. It's unbelievably addictive, and Mr. Driller is one cute-looking little fellow

STAR TREK INVASION EVERYONE RATING

Our cover game on the April 2001 issue, Star Trek Invasion is the first Trek game to appear on the PlayStation. Rather than focus on the huge capital ships and the strategy involved in moving them around, Invasion tackles the little-seen fighter wing of Starfleet. Developed by the team that produced Colony Wars, this is a seriously good-looking game

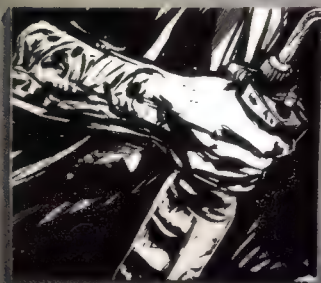
NON-PLAYABLE DEMOS

JEDI POWER BATTLES, TENCHU 2, COVERT OPS: NUCLEAR DAWN

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases

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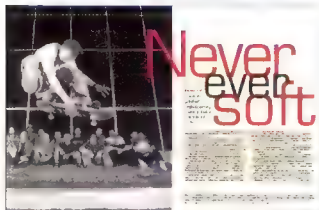
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by Marc Eckō



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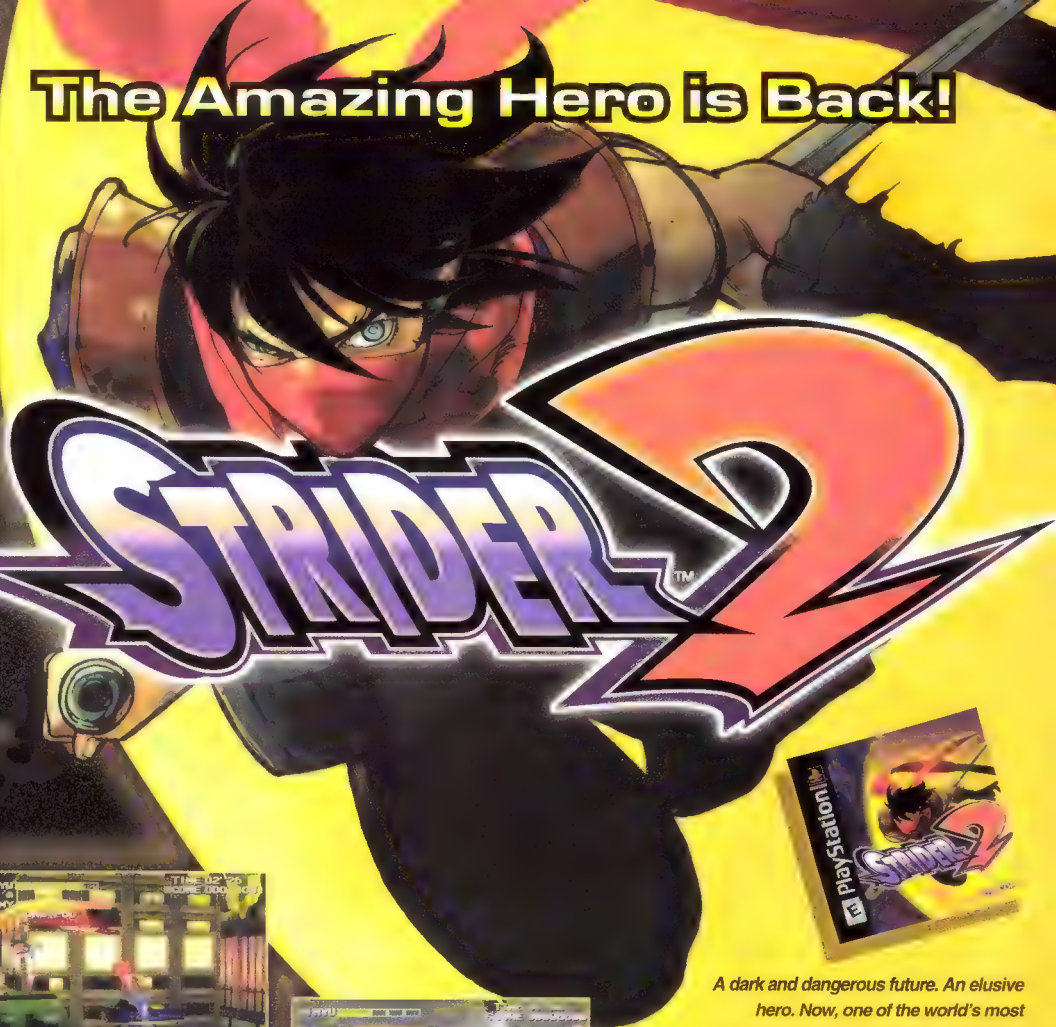


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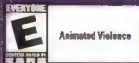
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The Amazing Hero is Back!



A dark and dangerous future. An elusive hero. Now, one of the world's most legendary heroes, Strider Hiryu, returns on the PlayStation® game console. Armed with his light sword, Strider blazes through the darkness to battle the evil dictator, Grandmaster.

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DEMO DISC

Non-Playable Demos



Jedi Power Battles

Players: 1-2 • Availability: August • Developer: Acquire • Publisher: LucasArts • Genre: Action



Tenchu 2

Players: 1 • Availability: August • Developer: Acquire • Publisher: Activision • Genre: Action



Covert Ops: Nuclear Dawn

Players: 1 • Availability: Next • Developer: Activision • Publisher: Activision • Genre: Adventure



Next Month's Demo Disc

Playable:

Play with the Teletubbies, Tenchu 2, Walt Disney World: Magical Racing Tour, Destruction Derby Raw, Team Buddies, Jedi Power Battles

Non-Playable:

NFL GameDay, NCAA GameBreaker, NHL FaceOff, Dave Mirra Freestyle BMX



Players: 1-2 • Availability: Next • Developer: Neversoft • Publisher: Activision • Genre: Extreme



Need help pulling off Tony Hawk's 900? Start by heading over to the halppies. Build up your special meter with nollie handplant combos and grab tricks. Once your speed makes out and your special bar flashes yellow, give it a try (Right, Down + Circle). Good luck!

Create-A-Park Mode



Tony Hawk's Pro Skater 2

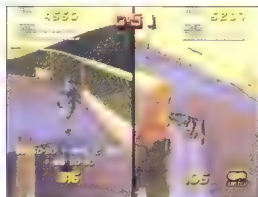
What is it?

The Average Joe kind of guy who has a 157 chidre... you had a skate... is a kid and fancied... self due to the skater... thing with it from you... thing - you might even...

What to expect in the full game. A number of 13 pro skaters, including... Mike, plus newcomer, Eric Koston. Rod... Mill and Steve Caballero, new Create-A... Improved textures... as crabs, grinds, invert... editor that allows... k sets, and phy... on of a brand-new... multi-player modes, unlock... tantalizing secret

Our advice: If to the or qual... ed up over the... terable to the queue

Our advice: If to the or qual... ed up over the... terable to the queue



starters, try... leaning park ben... the track's la... over the sign... the track. Don't be... some of the... not c tr cks by accident

DPM psychic sez: Tony Hawk's Pro Skater 2 is sure to be a smash hit when it re-releases in August. All the features that made the first a success are being improved, while innovative additions will keep it fresh. Want more on Mr. Hawk? Then turn to this month's feature, starting on page 84.

Can you score more than 25,000 points? If you do, you'll get a passcode that'll let you compete in a special Tony Hawk 2 demo high score contest on www.activision.com.

Arguably the best new feature in Tony Hawk Pro Skater 2 is the Create-A-Park mode. With a cornucopia of parts, players can work toward building their dream park by rotating and placing pieces in real-time 3D before saving masterpieces to a memory card. You'll have risers, ramps, pools, rails, benches and other funky objects to play with. The demo gives you a sample of the skate park editor—give it a shot and create a truly killer course.

The Legend of Dragoon

What is it?

The Legend of Dragoon is a role-playing game developed by Square and published by Sony Computer Entertainment. It is the first game in the Legend of Dragoon series. The game is set in a world where dragons are hunted and the player takes on the role of a dragon hunter. The game features a unique battle system called the Dragoon system, which allows the player to use a variety of weapons and abilities. The game is available on the PlayStation 2 and the PlayStation 3.



What to expect in the full game

Legend of Dragoon is a role-playing game developed by Square and published by Sony Computer Entertainment. It is the first game in the Legend of Dragoon series. The game is set in a world where dragons are hunted and the player takes on the role of a dragon hunter. The game features a unique battle system called the Dragoon system, which allows the player to use a variety of weapons and abilities. The game is available on the PlayStation 2 and the PlayStation 3.



Our Advice

The Legend of Dragoon is a role-playing game developed by Square and published by Sony Computer Entertainment. It is the first game in the Legend of Dragoon series. The game is set in a world where dragons are hunted and the player takes on the role of a dragon hunter. The game features a unique battle system called the Dragoon system, which allows the player to use a variety of weapons and abilities. The game is available on the PlayStation 2 and the PlayStation 3.

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OPM psychic sez:

This demo has a lot of potential. It's a role-playing game developed by Square and published by Sony Computer Entertainment. It is the first game in the Legend of Dragoon series. The game is set in a world where dragons are hunted and the player takes on the role of a dragon hunter. The game features a unique battle system called the Dragoon system, which allows the player to use a variety of weapons and abilities. The game is available on the PlayStation 2 and the PlayStation 3.



Players: 1 • Availability: Nov. • Developer: Square • Publisher: Sony • Genre: RPG

△ Menu
○ Not Used
□ Cancel / Run
X Select / Attack
L1 Rotate Map Left
L2 Switch Screen
R1 Rotate Map Right
R2 Switch Screen

Mr. Driller

Mr. Driller is a platform game developed by Taito and published by Sony Computer Entertainment. It is the first game in the Mr. Driller series. The game is set in a world where the player takes on the role of a driller. The game features a unique battle system called the Driller system, which allows the player to use a variety of weapons and abilities. The game is available on the PlayStation 2 and the PlayStation 3.



EVERYONE
E
△ Drill
○ Drill
□ Drill
X Drill
L1 Not Used
L2 Not Used
R1 Not Used
R2 Not Used

MLB 2001



EVERYONE
E
△ Steal a base
○ Change bat
□ Bunt
X Swing
L1 Not used
L2 Not used
R1 Not used
R2 Not used

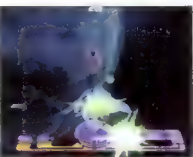
Star Trek: Invasion

Star Trek: Invasion is a first-person shooter game developed by Sony Computer Entertainment. It is the first game in the Star Trek: Invasion series. The game is set in a world where the player takes on the role of a Starfleet officer. The game features a unique battle system called the Star Trek system, which allows the player to use a variety of weapons and abilities. The game is available on the PlayStation 2 and the PlayStation 3.



EVERYONE
E
△ Target Lock
○ 2nd Weapon
□ Switch Weapons
X Primary Weapon
L1 Strafe / Roll Left
L2 Reverse
R1 Strafe / Roll Right
R2 Forward

Players: 2 • Availability: Nov. • Developer: Sony • Publisher: Sony • Genre: FPS



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IS IT A SEQUEL OR A QUANTUM LEAP? WHAT IS THE MEANING OF TWO? TOO? TO?

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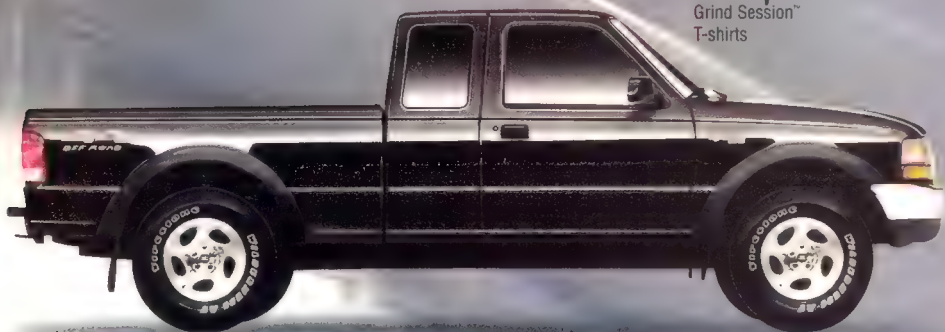
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equipped with a 3.0L engine

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skateboards

second prize

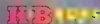
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LETTER OF THE MONTH



Top: Blaming evil video games for their kids' behavior, and taking responsibility for theirs, yes.

"I'll raise my own children, thank you very much, and sometimes a 'reality break' of mulching zombies with a chaingun can be very stress-relieving."

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what it takes to
the Letter of the

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Final Fantasy, etc. I and

If I've not around
the point of this letter

Top: Blaming evil
band, and taking

QUESTION OF THE MOMENT

This month you raise
about the
length

game. Next month
we'd like to focus

your attention on
the PlayStation2

announcement of
E3 (see Spin) E mail

us your thoughts to
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Mark your notes
PS2E3

PS2E3

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PS2E3

PS2E3

PS2E3

PS2 Lackluster Launch? Nah.

It seems like the PS2 is far more jobs of
release after its lackluster launch
in Japan. Sony's underdogs in

might be able to survive
the under the microscop-

seems to it reader non-
party support while Nintendo

seems to be making sure that the i
er would overpower



Kenji K. Cautivo
Manila, Phil. phone

You think that selling 980,000 systems in
one weekend is lackluster?

Sons of Liberty

Where in the world's Metal Gear Solid Part
Two? I have tried to find any information avail-
able about the game.

I'm playing video

I'm playing video

I'm playing video

I'm playing video

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QUICK HITS

**RESIDENT
EVIL CODE:
VERONICA ON
PLAYSTATION?**
Are there any
plans to bring
Resident Evil
Code: Veronica to
PlayStation?
Vince@aol.com

Unfortunately it
looks like Code:
Veronica is a
Dreamcast-only
product. There is
a cool new RE
game coming for
PS2 though.

**ANY MORE
ABE?**
Please don't tell
me that there is
no more. I want
some more of my
little buddy Abe.
Are there more
games out there
I don't know
about? Please
advise.
Ringoban
sepcodan@webtv.net

Abe does appear
in Munch's
Odyssey, but he
shares the spot-
light with another
major character.

PS2 AND OLD JOYPADS AND STUFF

Will old con-
trollers work on
the PS2? Can I
intermingle the
old accessories
like I will use the
PSX games?

Mike Bellman
via the Internet

Most controllers
will work. Our
old Dual Shocks
certainly do. Only
things like the
Multi-tap will
have trouble
because of the
new memory
card technology.





A gothic horror RPG set in the late 19th century.

An Epic tale of murder, mystery and mayhem.

And Koudelka, a troubled yet strong woman, determined to unravel it all.



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Realistic Blood
and Gore
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DESTROY ALL YOU WANT. WE'LL MAKE MORE.



Tread not where you are unwanted. Or pay the ultimate price.



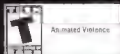
If sheer numbers are not your downfall, alien creatures and mysterious opponents of unfathomable strength surely will be.



But, wise Jedi, the choice is yours. Enter at your own risk.

STAR WARS EPISODE I JEDI POWER BATTLES

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www.starwars.com

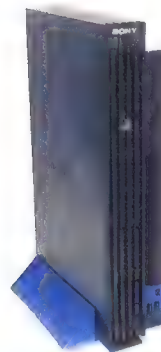








INPUT



READERS' TOP 10

1. Legend of Dragoon
2. Chrono Cross
3. Driver 2
4. Spider-Man
5. Vagrant Story
6. Final Fantasy IX
7. WWF SmackDown!
8. Syphon Filter 2
9. Covert Ops:
Nuclear Dawn
10. Star Wars:

E-mail your most wanted list to OPMktziffdavis.com. Mark the subject line MOST WANTED.

Big Breasts = Good?

In writing reports to the April 2000 letter of the month by Louise I agree with her that it is obvious that gaming companies (both platform and software) are nearing their advertising limits toward young men, but also as the editor mentioned you no men are in major players of video game. But this "soon can most certainly be brought up in about every entertainment media. Do you think Tenny McCarthy got a part in *Screen 21* for acting? No, it was because she *has big breasts!* Sometimes things have to be done. In keep some of the audience happy because the number one goal is to make money. I am an avid online book reader as well as a video game. It seems that all we

ters, are mothers of men who write comics are always moaning to the writers of comics, complaining about the size of the heroine's breasts. But it's not real! Sure, Lara Croft is well endowed, but in my opinion of it doesn't make the game any more attractive. It just isn't very good. And on the other hand, I'm nowhere near as built as Duke Nukem, but I don't hold against him. I don't like the game, but I don't think it's sexist because Duke is slacked and I'm not.

I agree with Louse about the advertisements, they can be offensive to a woman, a nurse. But don't expect me to write *Ninjabun Klein*, because the guy on their commercials is built and I'm not.

Shawn Borchardt
at Louis. MC.

I'm sure girls will be flocking to you in acknowledgement of your sensitivity, Shawn. You may have missed the point just

"Sometimes things have to be done to keep some of the audience happy because the number one goal is to make money,"

a smidge with your comments, though. While it was admirably "new man" of you to tackle how men are treated as objects these

**CAPTION
CONTEST
WINNER**



"It was evident as early as childhood that Ron Jeremy was destined to become a star."

idurst8206@aol.com

Prove to your friends that you really are the world's greatest living comedian. Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off.



E-mail your captions to **OPM@ziffdavis.com** and mark the subject line **CAPTION CONTEST**

This month's pic (above) shouldn't cause too much trouble for you—it's just crying out for something witty.

days to it, it's still nowhere near as bad as the crap women suffer at the hands of male games designers. Duke Nukem is a big buff guy that shoots people in the face and grumbles crap one-liners. Comic book women and a lot of video game marketing materials feature women with enormous boobs, tiny waistslines and a penchant for bending over and shaking their grove thang at every opportune moment. They are clearly designed to titillate. Probably the last thing on Duke's designer's mind was to arouse women with him. Or maybe it was. Who can tell?

Who Has The Better Wobbly Monsters?

As far as *Star Trek* being the longest running sci-fi series, I'm afraid that honor goes to *Doctor Who*, which aired for 26 years [1963-1989]. That is six years longer than all the *Star Trek* series put together, and is a FAR superior series in my opinion.

Thomas Fournier
Vanu.laf@nnet.nb.ca

Oh...OK, thanks. Doctor Who had some holes in it to thought didn't it? And some of the Doctors weren't that great. Tom Baker still rules in our opinion.

What's In Your Joy Box?

What exactly is in the Box Of Joy? From looking at pictures, I think I can see some magazines, some clothing, and a few games. Second, who is the woman in the picture holding up one of the various items from the box? She never seems to get any mention.

Brandon Criswell
Redmond, WA

There are all kinds of cool goodies in there: gaming chotchke's, pictures of Todd Zuniga in a Mr. Driller baby-tee, games, magazines and stuff that we just couldn't bring ourselves to throw away. The woman in the picture is the lovely Jennifer Whitesides, she's actually the Senior Copy Editor on our sister magazine *Electronic Gaming Monthly* but she hangs out with us sometimes too.

Will you still play your PlayStation after the U.S. PS2 launch?

75% Yes

25% Nd

QUICK HITS

LARA'S GUNS

In your April 2000 issue, Marcus J. Nanum comment-

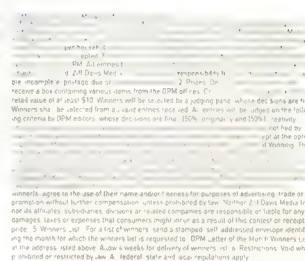
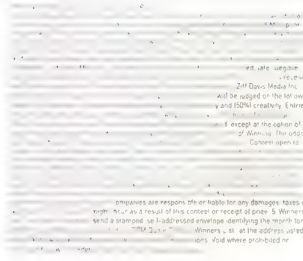
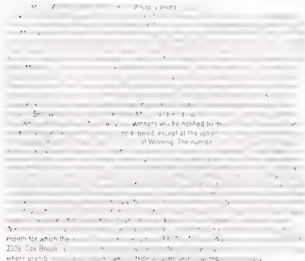
ed on the way.
Lara is holding
her Desert Fair

her Desert Eagles in the new ad. There is more than likely nobody in the world that could fire a Desert Eagle with one hand because of its extremely strong recoil, so she certainly isn't firing Desert Eagles, they're more likely .45 mags. Have no fear, her thumbs will be fine.

Bob Diehr
via the internet

*I'm sure we'll all
sleep a lot easier
now.*

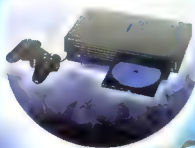
Official Contest and Sweepstakes Rules



Winners are responsible for their own taxes on damages. Taxes or other charges, as a result of this contest or receipt of prize. 5. Winners' names and addresses will be posted on the Internet. 6. A stamped, self-addressed envelope identifying the winner for the prize will be mailed to the winner. 7. Winners, at the address used to enter the contest, must be at least 18 years old at the time of registration. 8. Winners are prohibited from receiving any further compensation unless prohibited by law. 9. Winner's 2nd Degree Media Inc. and its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 10. Winners only. For all other winners, a stamped self-addressed envelope identifying the match for which the prize is awarded will be mailed in 1994, after the contest has ended. 11. Winners must be at the address listed above. Allow a week for delivery of winners' list. 12. Restrictions: Winner's participation is void where prohibited by law. A federal, state and local regulations apply.

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PLAYSTATION INVASION

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October 26, 2000. Remember that date. That's when we'll all bear witness to the largest consumer product launch in history—the PlayStation2 in North America.

RELEASE DATE

10-26-00

RELEASE PRICE

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Expansion bay for
HDD 3.3" and
network expansion

DVD-video playback
capabilities built
into hardware

Dual Shock2
analog controller

AVAILABLE
ADD-ONS
8MB Memory Card

Multitap Adapter

Dual Shock2
analog controller

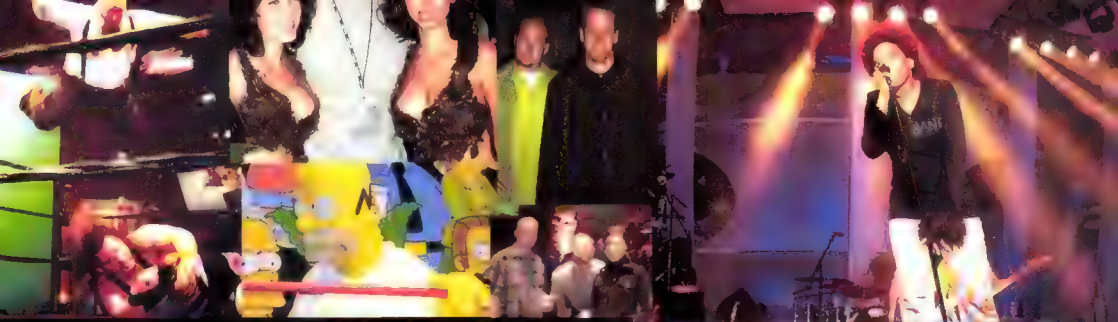
MSRP OF
ADD-ONS

\$34

Photo: © Sony Computer Entertainment Inc.




$$H_{\text{eff}} = \frac{1}{2} \sum_{\mathbf{r}} \left(\frac{1}{2m} \left(\frac{\partial \psi}{\partial \mathbf{r}} \right)^2 + V(\mathbf{r}) \psi^2 \right)$$

D E S T

MECHAMORPH



MATCH ARROWS

Nothing could compare to the mystical powers of The Divine Tree. Massive, yet graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly bluish in the land of floating cities. The Wingless reigned superior. The Dragons!

The Kingdom of Delandus is a Subsidiary of Sony Computer Entertainment America Inc. ©1999 Sony Computer



Bruce Campbell: Who's Laughing Now?

By [illegible] and [illegible]

THEY SAY HE'S THE KING OF THE HORROR MOVIES. BUT BRUCE CAMPBELL, WHO'S BEEN IN THE BUSINESS SINCE 1978, KNOWS BETTER. "I'VE BEEN IN THE BUSINESS SINCE 1978, AND I'VE BEEN IN THE BUSINESS SINCE 1978," HE SAYS. "I'VE BEEN IN THE BUSINESS SINCE 1978, AND I'VE BEEN IN THE BUSINESS SINCE 1978."

the King THQ Evil Dead: Hail to

people are like. Well, you should have sort of an attitude like Ash...but not Ash...but like Ash." He rolls his eyes. "So I try not to be like Ash."

then borrow. Duke Nukem can

to play the same character without having to be covered in blood

director Sam Raimi Evil Dead

I'm flattered by the fact that they're copying me, but I think it would be better if they

copying me, but I think it would be better if they

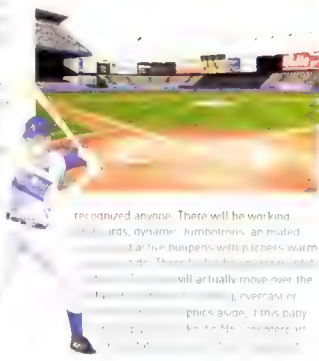
Nintendo's Ex-Ace Signs On With PS2

As a former top executive at Nintendo, Shigeru Miyamoto is one of the most influential figures in the video game industry. Now, he's making a move to Sony.

We are dedicated to working closely with the computer. Entertainment is doing a great job of taking full advantage of this groundbreaking next-generation console. Fred Fishbach, co-chairman and chief executive of Acclaim Entertainment.

Graphically, ASB has always been a leader. With the power of the PS2, there will be even more. The game will catch up with the outstanding performance of the PlayStation 2. The game will be a true masterpiece of the PS2 era.

As a former top executive at Nintendo, Shigeru Miyamoto is one of the most influential figures in the video game industry. Now, he's making a move to Sony. The game will be a true masterpiece of the PS2 era.



recognized anyone. There will be working on the cards, dynamix. Jumbotronic, an animated character with a bunch of pickers, warm-ups. There's a lot of things going on. It will actually move over the top. The game will be a true masterpiece of the PS2 era.

PLAYSTATION POLL ARE YOU READY 2 RUMBLE ON MICHAEL JACKSON'S FACE?



Ready to Beat It

Michael Jackson's face is the most famous and recognizable in the world. Now, it's on a video game. Midway's new game, *Beat It*, is a boxing game that features Michael Jackson's face on the character. The game is a boxing game that features Michael Jackson's face on the character. The game is a boxing game that features Michael Jackson's face on the character.



OVERHEARD

"What usually happens with new hardware is, the people who are having a lot of trouble are the ones who are talking a lot of sh—."

-Jeronimo Barrera, a Rockstar producer, refuting the notion that the PlayStation 2 is a failure.

TONY HAWK VIDEO GAME MAKER

When Activision first approached me about being involved in a skateboarding video game, my first thought was "finally!" Through the years, there have been a few attempts at emulating skateboarding in arcades and on consoles, but there seemed to be more emphasis on the eccentricities of the skate culture instead of the actual athletics of the sport. However, we (the skaters) enjoyed each one.

720 was a blast when it came out and was heralded as the best of its time. Then again, it had no competition. Skate or Die had all the cheese of a sport-specific B-movie (like *Thrasher*), but I bought a Commodore 64 just to play it. There was a serious lull in interest just after that time, partly because of skating's popularity cycles, but mostly because gaming developers were afraid to dive into and misrepresent the complex world of evolved skating.

Along came a sleeper arcade game called *Top Skater* to shake things up. There was very little control over the tricks one could perform, but the graphics and motion were excellent. Around the same time, four different companies wanting to create a skating game for a home console approached me. The first was most discouraging, as I had to meet with the president of the company on several occasions to try to convince him that this would be a good idea. The others had the right intentions, but nothing to show in terms of an engine or ideas. At last, Activision called and asked me to come up to their offices. At this point, I was frustrated with the whole idea, but I decided to hear them out.

They already had an ideal engine and a few basic tricks programmed, and the developers grew up skating in Venice. It felt right, so I signed up. I never imagined that *THPS* would become so popular. My goal was simply to help make a game that skaters would appreciate. It could have never been so successful without the devotion of Neversoft and their subsequent immersion into the skateboarding culture.

At last, the video game market has a skate genre that's here to stay.

Tony Hawk is an avid skateboarder and the creator of the gaming video game *Tony Hawk's Pro Skater*. He has been a professional skateboarder for over 15 years and has won numerous awards for his skills. He is also a co-founder of the company Neversoft, which developed the game *Tony Hawk's Pro Skater*.

PlayStation Aptitude Test

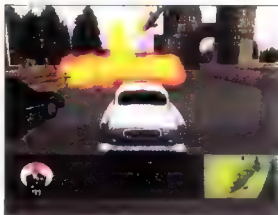
Think you know your PlayStation games? Take the PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. Star Wars Demolition is to Vigilante 8 as Tony Hawk's Pro Skater is to...
a) The Hard Trilogy
b) Apocalypse
c) Bubsy 3D
d) The Fifth Element
2. "PlayStation" was originally a term for a peripheral for which system?
a) Sega Genesis
b) NEC PC Engine
c) Atari Jaguar
d) Nintendo SNES
3. Threads of Fate is to Dew Prism as Covert Ops: Nuclear Dawn is to...
a) Spec Ops
b) Operation Mindcrime
c) Nuclear Strike
d) Chase the Express
4. Angelina Jolie is to Lara Croft as Rhona Mitra is to...?
a) Nina
b) Lara Croft
c) Chun Li
d) Mystique
5. Take the number of PS2s reported to have been sold the first weekend on sale in Japan, divide this by the number of last Final Fantasy game released in the U.S. so far. Add to this the number of issues of the Official U.S. PlayStation Magazine there have been (including this one) and then divide that by the number chocolate bars there are in a Twix. Now add the number of skaters in Tony Hawk's Pro Skater 2...and the answer is _____.
6. Nightmare Creatures II is to Rob Zombie as Soul Reaver is to...
a) The Guy
b) Matthew West
c) The Grim
d) The M. P. Gunz
7. The man who designed the PlayStation was...
a) Hideo Kojima
b) Shigeru Miyamoto
c) Ken Kutaragi
d) Phil Harrison
8. Alone in the Dark: The New Nightmare is the latest in a series of games. If it had a number, what would it be?
a) 1
b) 2
c) 3
d) 4
9. Which game features a warrior named Samanosuke, a princess called Yukihime, a Warlord by the name of Nobunaga Oda and a castle called Inabayama?
a) Romance of the Three Kingdoms
b) Onimusha Warriors
c) Rising Sun
d) Legend of Dragoon
10. Take the number of Crash Bandicoot games released so far and add this to the number of Tomb Raider games. Multiply the result by the number of Enix's next Dragon Quest game. Take away from this the number of available cars in Driving Emotion Type S...and the answer is _____.

ANSWERS
1. D 2. A 3. C 4. B 5. 10
6. C 7. C 8. B 9. A 10. 7

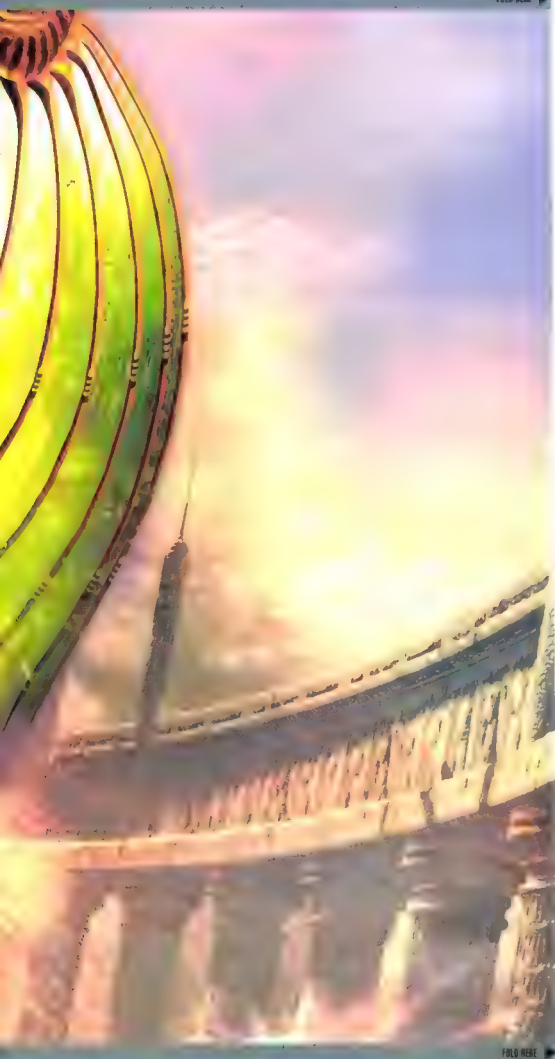
James Bond Racing Game

Electronic Arts is currently working on a racing game for the PlayStation that uses the James Bond license. Tentatively titled 007 Racing, the game will allow you to take control of Bond and drive through levels jam-packed with typical James Bond ramps and obstacles. And throughout, you'll be equipped with all sorts of weapons and gadgetry. 007 Racing is being targeted for late 2000.



...were a powerful race in their own right. And the humans lived as slaves. Divided by
...fought a battle for freedom would ensue. Armed with the spirit of the Dragon, the
...humans prevailed. And all races now live in peaceful harmony. But beneath the

FOLD HERE



FOLD HERE

travelling: take a mysterious prophecy. The emergence of an eternal love. Worshipped, yet feared, no one knows what his presence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?

Three Crazy Questions with Mat Hoffman

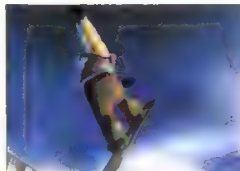


OPM: Is there an brewing between skaters and bikers?

OPM: So, Mat, how did the game come about? Did Activision approach you, or did you just hang around their office until they said, "Alright, fine. We'll make a biking game!"?

OPM: Do you remember the worst crash you've ever had?

Is ESPN Konami's Ticket to Success?



OPM: Any ESPN guys not interested in doing the games?

OPM: Since Konami hasn't really shown a big sports presence in the past, have you gone out and found people who know sports games?

OPM: How will the ESPN commentators be involved in the games?

OPM: So what about Hockey? Are you working on any PS2 hockey games?

OPM: Can you give us some estimate of how much commentator speech you plan on loading into the games?

Clish MacLaver Gossip, Gossip

I'm the new girl on the *Official PlayStation Magazine* team. My job? To sniff out the latest gaming gossip and bring you snippets of info gleaned from partying and dining with the powers-that-be in the gaming industry. You've probably not heard of me before; I'm an "import" from Scotland, as you'll no doubt gather from the witty use of an old photograph from my college days. I'm sure to be the butt of many a haggis joke and equally amusing Scottish references. For the record: Yes, I do know how to play the bagpipes; yes, I can understand what Billy Connolly is saying; and yes, a haggis does comprise some really nasty bits of a sheep stuffed with some other equally unsavory sounding parts, served up with gravy.



Clish MacLaver

coming out. What did I learn? We Gran Turismo 2000
for versions of both Motor Toon GP
get this Omega Boost

Without a doubt the most flagrant display of corporate willy-waving the games industry has ever conceived

new Tomb Raider.

PlayStation3.

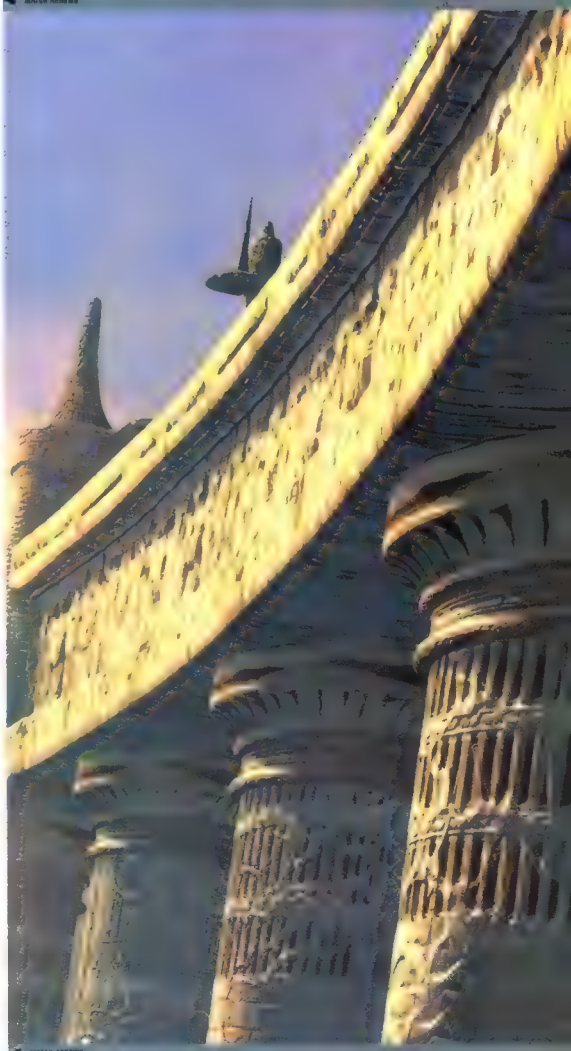
nuclear missiles

"PS2 guiding

on-line Star Wars

N I E D.

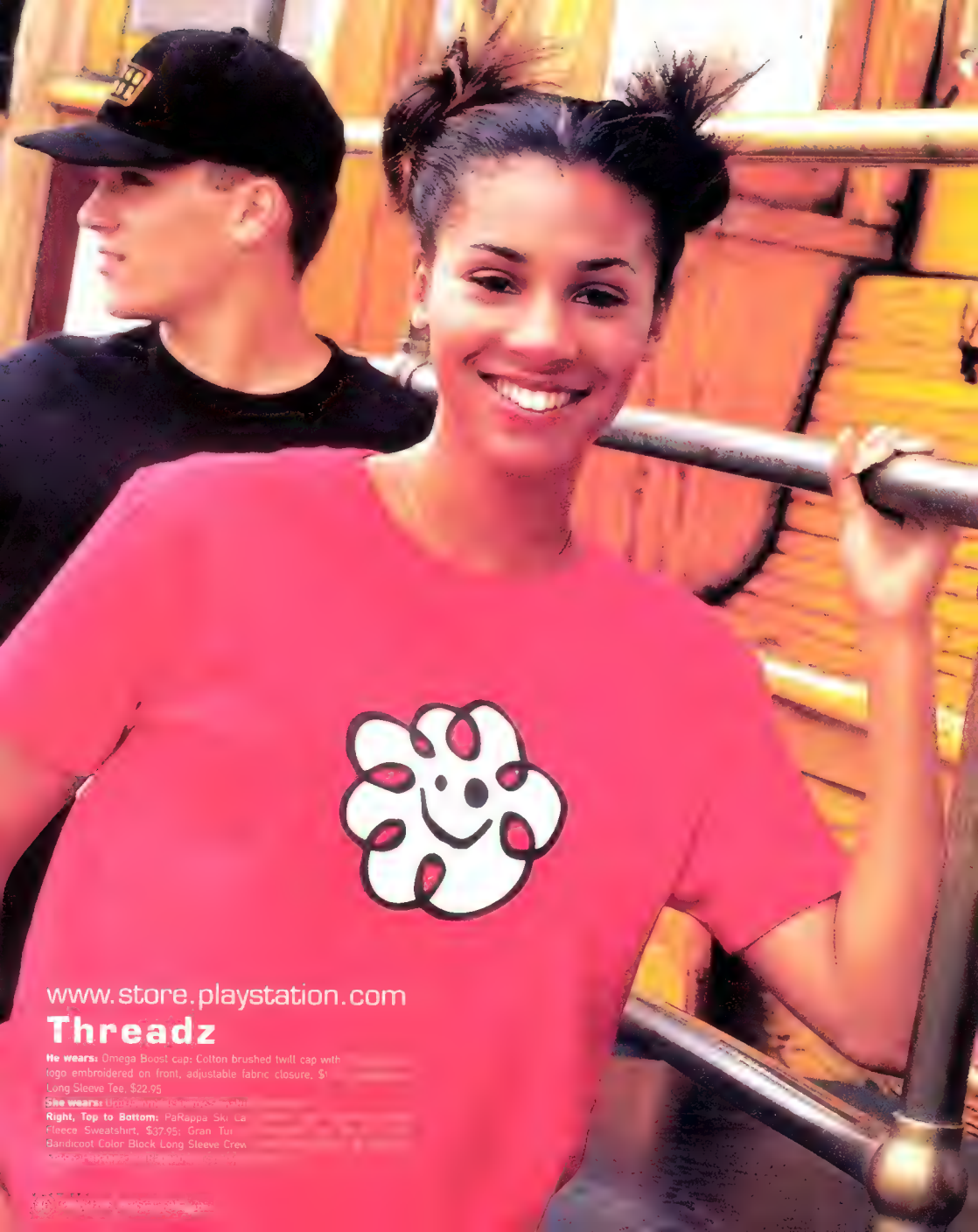
MATCH ARROWS



MATCH ARROWS

THE LEGEND OF
DRAGOON

THE END IS JUST THE BEGINNING.



www.store.playstation.com

Threadz

He wears: Omega Boost cap; Cotton brushed twill cap with logo embroidered on front, adjustable fabric closure. \$15
Long Sleeve Tee, \$22.95

She wears: Uno! Graphic Crewneck Sweatshirt

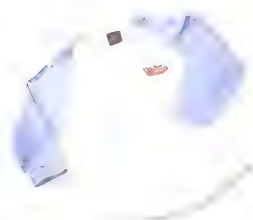
Right, Top to Bottom: PeRappa Ski Co. fleece Sweatshirt, \$37.95; Gran Tui Bandicoot Color Block Long Sleeve Crew

Neoncolor Graphic Crewneck Sweatshirt



**Gran Turismo 2
Watch**

\$21.95



**Um Jammer
Lammy MilkCan
Baseball Tee**

\$9.99



**Crash Bandicoot
Color Block Long Sleeve Crew**

on the front, left chest and PlayStation word on

\$29.95



Gran Turismo Jacket

\$96.95



**PaRappa the Rapper and
Sunny Tee**

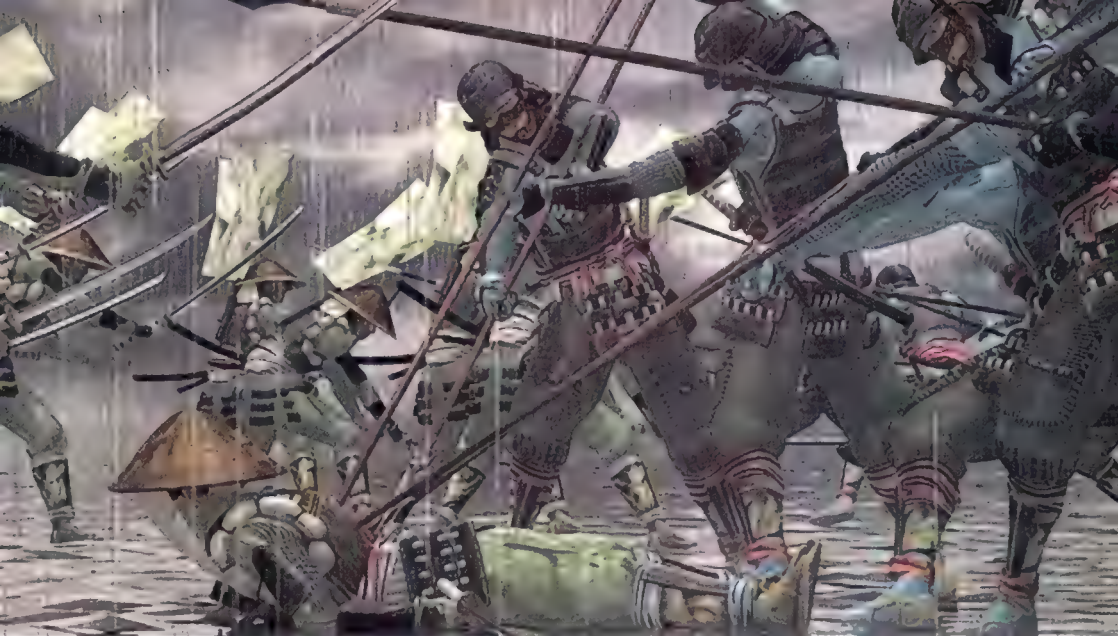
\$17.95



**Gran Turismo 2 Hooded
Fleece Sweatshirt**

\$37.95





Mega Man Creator Brings Honor to PS2

Onimusha: Warlords producer Keiji Inafune describes Capcom's newest franchise

OPM: When is Onimusha going to be released in the U.S. and Japan?

OPM: So the game will adapt and let you do new moves with the joypad?

OPM: How will you save your game? Will there be a system similar to Resident Evil's ink ribbons?

OPM: In the demo we played, the central character, Samanosuke, carries a sword. Are there any other weapons?

OPM: Is it just a case of running around and swinging a sword? Or are there going to be more stealthy aspects to the gameplay?

OPM: What's the role of the female character in Onimusha?

OPM: Besides Onimusha, do you have anything else that you're working on?

OPM: What's left to be done between now and November? The engine is complete, the story is finished—what are you still working on?

concentrating on completing

OPM: At first glance the game looks like it's set in a more traditional or even historical environment, upon closer study things seem more fantasy-oriented. What kind of setting can we expect in the game?

OPM: Would you consider doing a Mega Man game for the PlayStation 2?

OPM: How is working with PS2? Have you learned more about system's capabilities?

CHRIS GORE

CAN ANGELINA FILL LARA CROFT'S SHOES? OR HER BRA FOR THAT MATTER?

We've seen our share of video games made into movies, but what happens when they turn the upcoming Tomb Raider movie starring Angelina Jolie into a game?

Will the inevitable game based on the Tomb Raider movie with Angelina's likeness be any good? If we go on the previous Tomb games, it should be awesome. But let's face it—most video games based on movies suck. It's a sad fact that I've had to live with, which is tough for me to swallow as both a game and a movie geek. With the notable exception of Star Wars, topnotch games based on movies are few and far between.

So what makes a good movie-based video game? To me there are five basic rules to making a great game based on a movie.

1) Sound and Music. It must be authentic and from the film itself.

When I hear that John Williams score from Star Wars, it just makes the game complete.

2) Story. Sticking with the movie's story doesn't always matter. If it loosely follows the film, that's OK—but I enjoy it more when the game cleverly focuses on an element the movie only touched on.

3) Gameplay.

4) Gameplay.

1) Gameplay. How often have we heard this in a review: great graphics, the story follows—but the gameplay was weak. (Insert name of movie here.)

Ask yourself: Would I even be playing this game if it weren't based on one of my all time favorite flicks? First off, the movie has to lend itself to a decent established game genre, like racing, for example. Heck, the Pod Racer sequence in *Star Wars Episode I* screamed, "Make me into a video game!" (Like George Lucas didn't have that in mind.) I'd actually like to see some games based on more obscure movies like *Logan's Run*, *Screen*, *The Road Warrior*, *Pulp Fiction* or *The Waterboy*. (Well, *Rollerball* is supposed to be on its way, so that's encouraging.) With the PlayStation2's ability to play DVD movies, I'm hoping that game producers will actually avoid including film footage and see fit to include more gameplay.

Chris Gore is the editor of Film Threat www.filmthreat.com. He's the host of The New Movie Show on the radio, and he's also a writer for the book Time to Turn Back: The Movie's Last Days and the book The Movie's Last Days.



The Ultimate 'Buddy' Game License

Empire Interactive has signed an agreement with Sony Pictures to publish a game based on Starsky and Hutch. The next generation



Let's hope the final game has more car chases than runs on the beach.

Starsky and Hutch is scheduled for release next year, but



DPM@ziffdavis.com. With the line Starsky & Hutch

OVERHEARD

"I've got a message for the no-talent clods who insist on putting puerile humor and outrageously breasted women into computer games. How to put it diplomatically? Oh, I've got it: Grow up."

Ernest Adams, producer, Bullfrog, www.gamasutra.com

"Can you name any original title that came out exactly on time? If you can, then I'll eat my Union Jack boxer shorts."

Peter Molyneux

ONLY WIMPS RACE CARS! REAL MEN TAKE TO THE AIR...

Experience speed beyond your wildest dreams with the brand new underground sport: NGEN Racing – the ultimate thrill. Battle your way through 5 different leagues, discover new prototypes, upgrade and enhance your jets, challenge adversaries and become the Premier Jet Jockey. Are you ready for a Mach 2 dash to glory?

- 40+ high-speed fighter jets – fly them in arcade or pro flight modes
- 14 intense tracks that are yours to master, day and night
- Two player modes – head-to-head and innovative "Power Ball"
- Stunning graphics put you right in the thick of the action
- Two ways to play: Arcade or NGEN Championship mode
- Fully modifiable aircraft – optimize your propulsion, aerodynamics, weapons and more!

NGEN RACING™



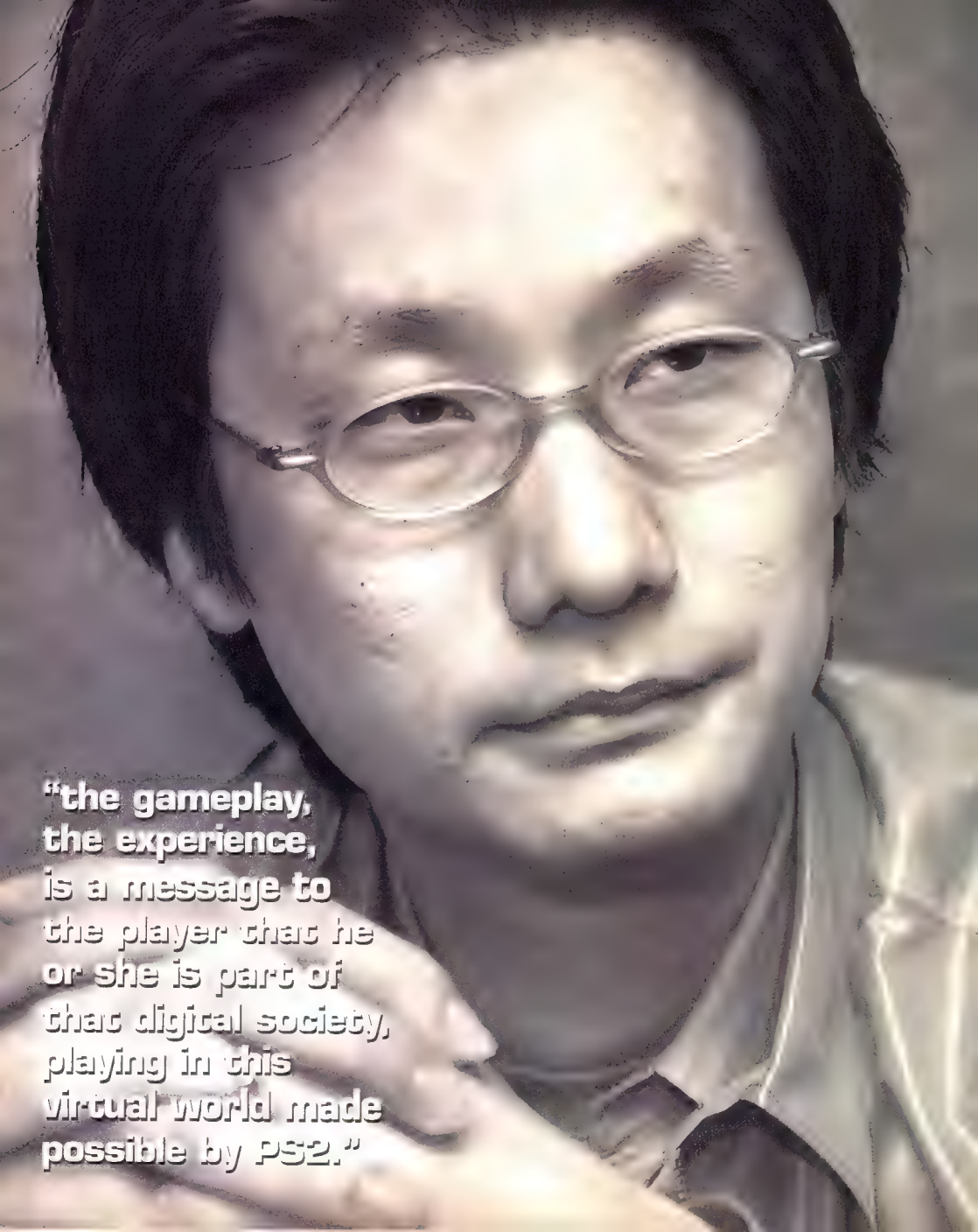
Animated Violence



WWW.NGENRACING.COM

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**"the gameplay,
the experience,
is a message to
the player that he
or she is part of
that digital society,
playing in this
virtual world made
possible by PS2."**

The creator of Metal Gear talks pop psychology, movies and the digitization of society.

Hideo Kojima

"Life makes the species evolve by mixing genes and passing on genetic information to future generations. How do things that are not part of the genetic information—one's thoughts and spirits, cultures and history—get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of digital recording methods unique to humans—speech, writing, music, visual images, etc.? Moreover, are we obliged to pass on such things?"

tion in the future. Do you think that is kind of ironic, considering you're making the game for the PS2, a platform aiding in this digitization?

OPM: Metal Gear Solid 2 takes place in Manhattan. Are there any times when you'll actually venture out into the city streets?

OPM: Were there any ideas that you had for the original MGS that the technology wouldn't allow?

OPM: Is MGS2 a continuation of what of what was written for the first game, or is this a completely new project?

OPM: You've said that movies have been a strong influence. What are some of your favorite films?

OPM: How many people are working on Sons of Liberty?

OPM: What nationality is Solid Snake, and is this a question that has to be answered now that the graphics have improved so much?

OPM: How does the first-person mode work?

OPM: The soundtrack is being composed by Harry Gregson-Williams, who has worked on the music for *Enemy of the State*, *Armageddon* and *The Rock*. Are you aiming for a more movie-like orchestral score for MGS2?

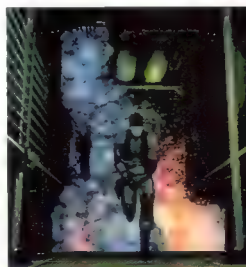
OPM: You've mentioned that it's possible to make it through the entire game without actually killing anyone. Is that in response to the recent uproar on the issue of video game violence?

OPM: You've said you want to convey more things like temperature in MGS2. Alfred Hitchcock used to try convey feelings like this by applying psychological techniques to his visuals. Do you do the same?

OPM: In the first Metal Gear Solid, you could strike an enemy and then hide away. A little while later he had already forgotten about you. Are you looking to make changes to the AI for MGS2?

OPM: Finally, will the cardboard box return in MGS2?

OPM: Metal Gear Solid 2 is social critique, dealing with the digitiza-



"Violence doesn't have to be the only answer."

ORSON SCOTT CARD

THE GAMER OF THE FUTURE

Everybody keeps speculating about what the "game of the future" will be like.

Virtual reality? Direct brain interface? People on asteroids and space stations avidly watching the tournament for the All-Humanity Cup of Twitch Games? Oh, come on—how would I

know? The only predictable thing is: When somebody comes up with a cool new computer tool, gamers will use it first and best.

What interests me is the GAMER of the future. That's right. It's YOU. As transformed by the PlayStation2 (or 3, or 9). Because that's what these games are about—changing human beings.

Back in the '80s, when I was struggling to get my initials up on arcade vanity boards dominated by seventh-graders, I began to realize that I just wasn't built for these games. My wrists and fingers would be so overworked at the end of a few hours of playing that I could hardly drive home. But that's because I was already an old coot even then. Far more disturbing was what games did to my brain. I got so used to anticipating the onscreen movements that I would hallucinate them even when I wasn't playing. I'd be teaching a class, and Tetris figures would be dropping downward through the air. I'd be driving a car as Galaga starships swooped in for the kill.

Personally, I don't like it when my brain starts showing me things that aren't there. But my brain was merely adapting to the game. It was anticipating the enemy's moves so I'd be ready to strike quickly. My brain, poor thing, was trying to help. It didn't know that at that particular moment there was no quarter in the machine, no controller in front of me. Never before in human history have our brains been required to anticipate the movements of imaginary objects. It's a new evolutionary pressure. And some of us are better at this brainwork than others. Just as some can handle complicated controllers better than others.

Don't worry yet. There are only two ways that this could affect the course of human evolution:

1. If losing a game got you killed before you could reproduce, or
2. If winning a game gained you more opportunities to reproduce.

That's just simple biology. But as far as I've heard, neither of these conditions yet applies.

About the first one—that's a relief.

But the second one—bummer, huh?

So here's a project for gamewrighters: a PlayStation2 game that make players look irresistibly cool to members of the opposite sex.

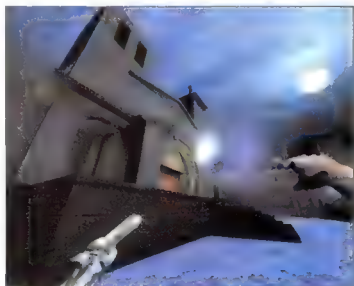
Orson Scott Card is the author of the award-winning science fiction novels, including *Ender's Game*, *The Mists of Avalon*, and *The Song of the Lioness*. He lives in Phoenix, Arizona. www.hatrack.com



Clive Barker's PS2 Game

The man who brought you such horror classics as *Hellraiser* takes his first stab at creating terror on the PS2

Master of horror Clive Barker has teamed up with Electronic Arts to create a new game for the PC and PlayStation2.



presented in a first-person perspective. DreamWorks Interactive, which is expected to release it.

Suikoden 3 and Silent Scope headed for the PlayStation2

We all know that *Maria* (for Saturn) and *Silent Scope* are part of another Konami series that will hit the next-gen Sony console. *Suikoden*, Konami recently revealed the third installment in the RPG series for the PS2 and expects to have the game ready by the end of the year. Another PS2 game that the company is working on is a part of the arcade gun shooter *Silent Scope*. Konami has altered the name so that it can be played with a standard controller (there's an onscreen scope).

Too Human, from the creators of Blood Omen, canned

A few months ago, we gave you a first look at a 3D RPG for the PlayStation by the name of *Too Human*. The developers, *Silicon Knights*, have decided to cancel the game.

Too Human has been cancelled. The game was based on *Silicon Knight*.

Out in Leftfield

Brit developer Bitmap Brothers have announced that *Leftfield* will be providing the soundtrack to its forthcoming humorous sports title, *Speedball 2100*. The track is pulled from *Leftfield's* *Rhythm & Stealth* album, titled *4/8 War*. *Speedball 2100* is the sequel to the extremely successful Amiga title, *Speedball*, which mixed all the best bits of hockey, football, and rollerball. The game, along with the *Leftfield* track, should be in stores this summer.



VAMPIRES COUNTDOWN



GET IN TOUCH WITH YOUR INNER PSYCHOPATH

And you better learn fast. Because you're Keith Snyder, bodyguard, trapped in the Desert Moon Hotel when all the patrons are turned into vampires. Your job... find out why and destroy a few million nasty vampires in the process. There is a myriad of environments, awesome weapons and challenges that push you to the edge of your seat. You can even pick your blood type and play as a human or vampire. Videogames.com said, "If you're looking for an RE-style game with a twist this might be your best move." So get moving, before you become...uuuhh...dead meat.

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MIRA SWISH



MILES DOORS



TANYA SWISH





SPIN

Control the world

PlayStation 2's *Gran Turismo Sport* is a racing game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver.



MY FIRST JOB



Name: Hideo Kojima
Occupation: Producer and vice president of KCEJ
Company: Konami

"This may surprise you, but working for Konami is actually my first job. I started as a game planner and then moved up to director for Metal Gear. But before I got my job at Konami I was a student, and I spent a lot of time making 8mm movies and wrote many stories. But I did that stuff as a hobby, not for pay."

SOUND STATION

THIS MONTH'S FEATURED GAME: GRIND SESSION



EEVIAC Man or Astro-Man?

Touch and Go

EEVIAC is a game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver.

Final Score ●●●●



Punk in Drublic NOFX

Epitaph

Punk in Drublic is a game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver.

Final Score ●●●



KRS ONE KRS One

Jive

KRS ONE is a game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver.

Final Score ●●●●●



Trance States in Tongues Zen Guerrilla

Sub Pop

Trance States in Tongues is a game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver. The game's career mode, *Gran Turismo Sport*, is a racing game that's as much about the car as it is about the driver.

Final Score ●●●

DATA STREAM

More Ray

Good news shooter fans: Working Designs will be releasing the sequel to *RayStorm* in the U.S. under its Spaz label. Titled *RayCrisis*, the PlayStation game is expected to hit stores sometime this fall.

Gotta Getaway

Rockstar has decided to change the name of its PlayStation2 action/racing game *Getaway* to *Smuggler's Run*. The name was apparently too similar to the U.K. PS2 racing game *The Getaway* (which we ran first shots of last month).

Pirates on the horizon

Westwood, the development house behind the popular *Command & Conquer* series, is currently hard at work on a PlayStation2 game named *Pirates of Skull Cove*. Expect this one to release sometime in 2001.

PlayStation2 ThemePark

Hoping that you'll be able to get your hands on a sim game for the PlayStation2 when it releases later this year? Electronic Arts has you covered. EA's Bullfrog Productions division is developing *SimTheme Park* for the PS2 and intends to have it ready for this fall.

Street Fighter upgraded

Capcom told us that with the extra months it has before the PS2 launches in North America it will improve *Street Fighter EX3* for its U.S. release. Expect the problems like slowdown that plagued the Japanese original to be cleared up in time for the game's October release.

What can you get for under \$10?

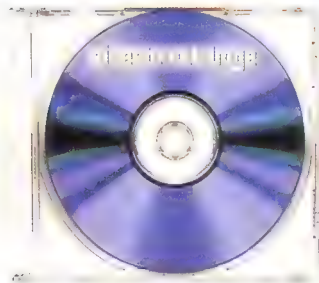
a)

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72 00	THE CORPORATE-MEGAPLEX ARENA					
221	IN ASSOCIATION WITH "ROT 90 TEETH SODA"					
213498	PRESENTS					
15	1	"DA CORN BISCUITS"				15
HMBONE	NO GOOD TIMES/NO FUN					
04AUG	FRI	AUG	4	2000	3 30 PM	0

b)



c)



d) "A great new game for the PlayStation® game console..."

\$9.99

YOU GOT GAME

\$9.99

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



April 2000



23 mission battle arenas.

11 ruthless and unique gangs + the Final Boss to compete against in battle. Each level is loaded with **secret areas**, hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.

Head-to-head 2 player split screen **combat**.

Dozens of power-ups including **invulnerability**, invisibility, **double damage**, guided missile jammers, nitro boosts...

An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts**, corrosive gas bombs and mini-thermonuclear **warheads**.

DARKSTONE

DEFEAT THE ULTIMATE EVIL IN THE ULTIMATE QUEST

The world is living under the dark shadow of a nefarious dragon. Villagers are turning to stone. Armies of skeletons, swarms of weaps, and lumbering ogres lurk everywhere. Evil is spreading like a plague. And only you can stop it. Scattered across the Kingdom are seven ancient magic crystals that together invoke the power of the Orb. Without it, you have no hope of defeating your fire-breathing nemesis. As a knight, thief or warcaster you will creep through dungeons and castles, explore wilderness and glades, deal eviler traps, puzzles, and juzzles on your quest to unearth the crystals.



July 2000



32 levels of closed environments and huge open spaces - **dungeons**, castles, **caves**, glades and villages.

More than 200 **enemies** and interactive characters.

More than 30 types of **weapons** and 32 different **spells**; many with multiple variations.

Secret characters unique to the PlayStation.

\$9.99*

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\$9.99

YOU GOT GAME

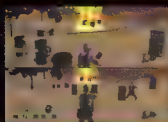
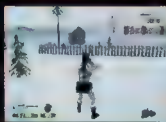
\$9.99

SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW... YOU'RE ALREADY THERE!



April 2000



Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units. **Fight** against time and huge **enemy forces** in global **terrorist hotspots**. An **arsenal** to choose from including **night-vision goggles**, **sniper rifles**, machine guns, **tripwire** mines, grenades, shotguns, and more. **Two player** split-screen battle mode. Lead your team with **guns blazing** or **silently** under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

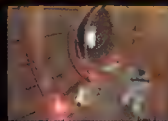
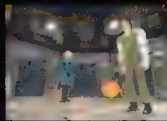
MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens. Into a vast and ancient necropolis. Soon after, all communication with Mars ends. Reason for breakdown of transmission: unknown. Fate of Vita 1 base: unknown.



May 2000



Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1. Dozens of **treacherous** subterranean city caverns to **explore**. **Non-linear** puzzle structures **challenge** you at every turn. Strange and **violent creatures** stalk you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis**.

* Suggested Retail Price: \$9.99.

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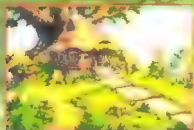
\$9.99

YOU GOT GAME

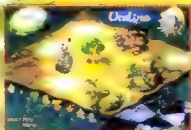
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long-lost place and time



Recreate the world of Fa'Diel
with powerful artifacts



Explore and battle in this
immense, unique land



Experience a story of incredible depth and flexibility



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TOP 20



1 WWF SmackDown!

Last Month: 1 THQ ●●●●●

Wrestling's standout PlayStation 2 title is the loudest thing going on in the arena during the weekly WWF Raw, SmackDown! and Heat. It's a tough title that's not what you'd expect those who play it to be. What is it? A stand for anyway? But the game's fun, and it's got some really cool features. The game's got a lot of WWF characters, and you can see the action from down the back of the ring. The game's got a lot of features, and it's a really good game.

Want to know what the game's got? Well, Anole and Taz, who are both in the game, are an exclusive version of SmackDown! and both of those guys were in there. Other things that were in the Dudley Death Drop, and it's a really good game. It's only 10 percent complete, but it's a really good game. It's a really good game. It's a really good game. It's a really good game.



2 Syphon Filter 2

Last Month: — 989 Studios ●●●●●

Avoided the trap of a sequel, which is a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game.

	Last Month	Title / Publisher	Rating
1	1	WWF SmackDown! THQ	●●●●●
2	—	Syphon Filter 2 989 Studios	●●●●●
3	—	Jedi Power Battles LucasArts Entertainment	●●●●●
4	—	Triple Play 2001 Electronic Arts	●●●●●
5	—	Syphon Filter 989 Studios	●●●●●
6	3	Tony Hawk's Pro Skater Activision	●●●●●
7	—	MLB 2001 989 Studios	●●●●●
8	—	Army Men 3D 3DO	●●●●●
9	2	Gran Turismo 2 Sony CEA	●●●●●
10	6	Spyro the Dragon Sony CEA	●●●●●
11	14	Namco Museum Vol. 1 Namco	●●●●●
12	10	Namco Museum Vol. 3 Namco	●●●●●
13	9	Gran Turismo Sony CEA	●●●●●
14	13	Crash Bandicoot: WARPED Sony CEA	●●●●●
15	—	Need For Speed: High Stakes Electronic Arts	●●●●●
16	11	Tetris Plus Jaleco	●●●●●
17	—	Metal Gear Solid Konami	●●●●●
18	—	Gauntlet Legends Midway	●●●●●
19	4	Dukes of Hazzard Southpeak Interactive	●●●●●
20	15	NBA Live 2000 Electronic Arts	●●●●●



3 Star Wars Episode I: Jedi Power Battles

Last Month: — LucasArts ●●●●●

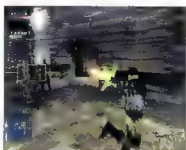
This game is perfectly average. Anyone with a lightsaber fetish (and there are plenty of you!) is to blame for pushing this game to No. 3. Please, LucasArts—no more mediocre Star Wars games!



4 Triple Play 2001

Last Month: — EA Sports ●●●●●

If you like 11-8 ball games, then you'll love Triple Play 2001's slug, throw, and catch. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game. It's a really good game.



5 Syphon Filter

Last Month: — 989 Studios ●●●●●

Here's a quick tip: If you don't already own either Syphon Filter, you can save yourself about twenty smackers by picking up this Greatest Hit. And guess what? You'll get the same quality game (some even think it's better than the new one) for half the price.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	Konami
2	Dark Cloud	Squaresoft
3	Madden NFL 2001	EA Sports
4	Munch's Oddysee	Infogrames
5	Timesplitters	Edios
6	FIFA Soccer WC	EA Sports
7	Gran Turismo 2000	Sony CEA
8	ESPN Int'l Track & Field	Konami
9	Star Wars: Starfighter	LucasArts
10	Onimusha	Capcom

OPM's Most Wanted PS Games

1	Tony Hawk 2	Activision
2	Spider-Man	Activision
3	Final Fantasy IX	Capcom
4	Dino Crisis 2	Capcom
5	Fear Effect: Retro Hell	Infogrames
6	Alone in the Dark 2	Infogrames
7	Chrono Cross	Sony CEA
8	Crash Bash	Sony CEA
9	MoH Underground	EA
10	Who Wants/Millionaire	Sony CEA

Japan's Top 10 PS and PS2 Games

1	Ridge Racer V	Namco
2	Tekken Tag Tournament	Namco
3	Dead or Alive 2	Technic
4	Kessen	Kyushu
5	World Stadium 4	Namco
6	Fantasia	Sony CEA
7	Driving Emotion Type-S	Square
8	Gran Turismo II & III	Konami
9	Dancing Stage	Konami
10	Rockman Battle 2	Capcom

U.K.'s Top 10 PlayStation Games

1	WWF SmackDown!	THQ
2	Jedi Power Battles	LucasArts
3	Syphon Filter 2	Sony CEA
4	MediEvil 2	Sony CEA
5	Euro 2000	EA
6	Fi 2000	EA
7	Rayman	Ubisoft
8	Tomb Raider III	Edios
9	Premier Manager 2000	Infogrames
10	Gran Turismo 2	Sony CEA

A close-up, high-contrast photograph of a man's face. He has short, blonde hair and is wearing dark, wrap-around sunglasses. He is smiling, showing his teeth. The lighting is bright and warm, creating a golden glow on his skin. The image is cropped closely to his face, focusing on his eyes, nose, and mouth.

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IN GAME CONSOLE! ✖ IMMERSIVE 3RD-P
TS! ✖ FEATURES IN-GAME MUSIC BY STATIC X



Animated Violence
Animated Blood and Gore
Strong Sexual Context



Action Man	80	Metal Gear Solid 2	58
Alien Resurrection	76	Ms. Pac-Man	75
Batman Beyond.....	80	MTV Sports: Pure Ride.....	71
Billabong Pro Surfer	82	NASCAR 2001.....	62
Bust-A-Groove 2	82	NBA Live 2001	60
Chrono Cross.....	80	NHL 2001.....	60
Colin McRae 2.0	82	Parasite Eve II.....	70
Cool Boarders 2001.....	75	Power Rangers	80
Danger Girl	72	Resident Evil Survivor.....	74
Dino Crisis 2	76	Rock 'em Sock 'em.....	76
Disney's Dinosaur.....	68	RPG Maker	70
Donald Duck.....	78	Sheep.....	75
Driver 2.....	78	Simpsons Wrestling.....	69
Duke Nukem: PoTB.....	71	Smuggler's Run.....	64
ECW Anarchy Rulz.....	68	Star Wars: Starfighter.....	62
ESPN Track & Field	62	Street Lethal.....	62
Evil Dead.....	72	Surf Riders	82
Ferrari F360 Challenge.....	66	Tiger Woods 2001.....	69
FIFA Soccer WC	65	Timesplitters.....	70
Final Fantasy IX.....	71	Torneo: The Last Hope	68
Harvest Moon: B1N.....	74	Unreal Tournament.....	66
Hero Boxing.....	76	Valkyrie Profile.....	71
Jerry McGrath 2000.....	78	Vampire Hunter D.....	80
The Jungle Book.....	80	Vanishing Point.....	69
Knockout Kings 2001.....	62	World Is Not Enough.....	68
Madden NFL 2001.....	64	World's Scariest PC.....	82
Moh Underground.....	82	X Squad	66
Mega Man Legends 2.....	74	YDKJ: Back Talk.....	76

June

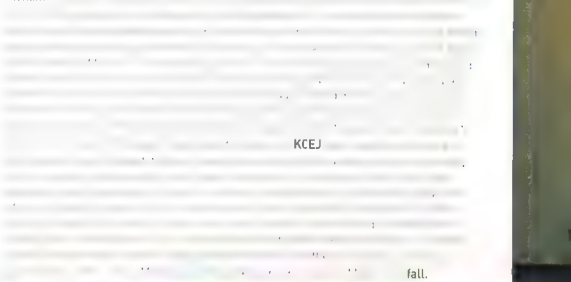
Becky M. Swartz	Swartz	Action
Cassars Palace 2000	Interplay	Misc
Countdown Stamps	GO	Adventure
Dave Nuren Planet of Robes	Bf Interactive	Adventure
Hogs of War	rimrunner	Strategy
Koadie ka	rimrunner	rPG
Legend of Mana	Square	RPG
Micro Maniacs	Codemasters	Racing
Moria: Morko! Special Forces	Midway	Action
N GEN Racing	Idolmagames	Racing
Rampage Through Time	Midway	Action
Reef Fishing II	idolmagames	Sports
Test Drive Cyclops	Idolmagames	Racing
The Legend of Dragoon	Sony_EA	RPG
Who Wants to Be a Millionaire	Sony_EA	Misc
Worms Pinball	idolmagames	Misc

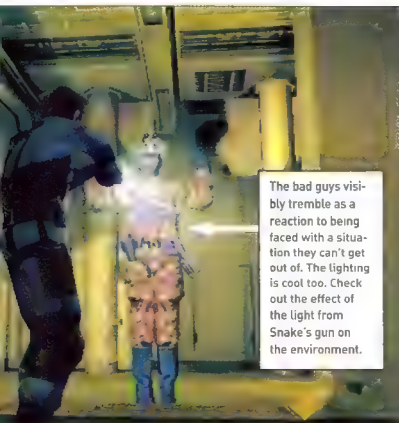
Danger Girl	THQ	Adventure
Darkstone	Toke Inc.	RPG
Disney's Dinosaur	Jay Solt	Adventure
Harvest Moon: Back to Nature	Natsume	RPG
Jeremy McGrath 2000	Acclaim	Racing
Peter Jacobsen's Golden Tee	WizardWorks	Sports
RPG Maker	Ageless	RPG
Speedball 2100	Empire	Sports
Surf Riders	Ubisoft	Sports
Threads of Fate	Square	RPG
X-Men: Mutant Academy	Acclaim	Fighting

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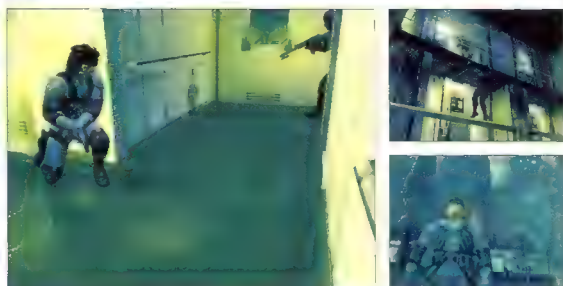
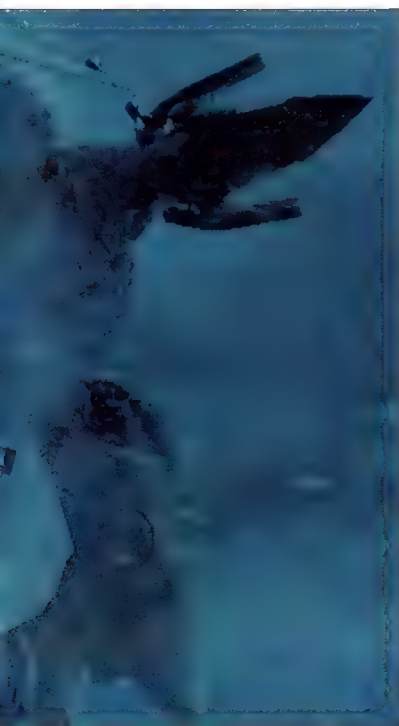
Breakfast	Horbar	Z
Evening Family	Flanagan	SP
Dinner with Doris Pao	Muxia	A
Flanagan	Hagbin	A
Gargo	Hagbin	A
Mega Murders	Flanagan	A
Mrs. Thompson	Industrious	S
NF B	Murray	PO
Paperwork	Arden	Arden
Raymond	Robinson	A

Konami





The bad guys visibly tremble as a reaction to being faced with a situation they can't get out of. The lighting is cool too. Check out the effect of the light from Snake's gun on the environment.



The enemies all work as a team and follow standard SWAT-style tactics when they enter a room.

The first-person mode can be activated at any time by simply holding a shoulder button on the pad.

NHL 2001

EA Sports

EA Sports

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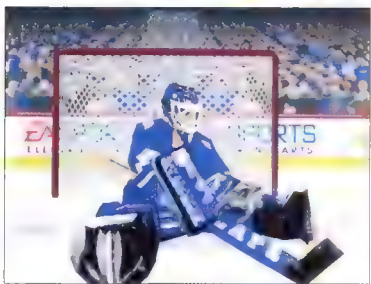
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NBA Live 2001

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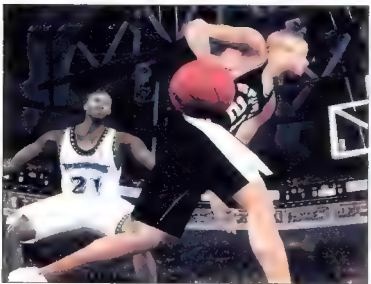
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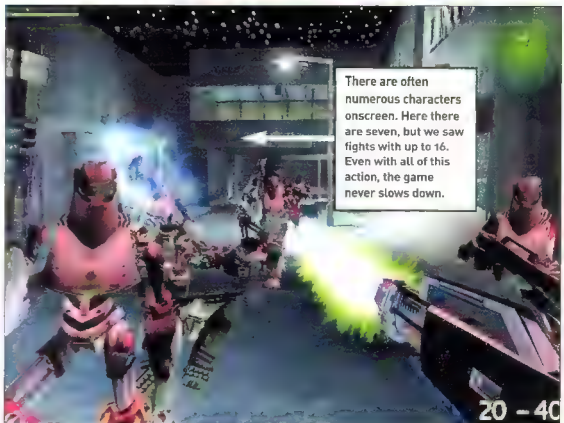
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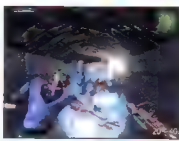
Timesplitters

From the people who brought you GoldenEye 007

Free
Radical Design
Eidos



There are often numerous characters onscreen. Here there are seven, but we saw fights with up to 16. Even with all of this action, the game never slows down.





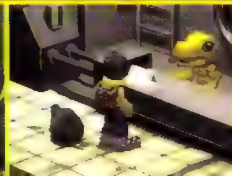
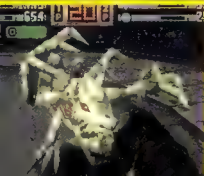
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES

If you're going to try playing Digimon World, you'd better make sure you've got your own pair of underpants. See, some of these Digimon are so vicious and twisted they could tear them from television. That's okay with them, there are more things to blow up in video games than you like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.



DIGIMON
DIGIMON WORLD

1997 Bands Co. Ltd. Program 3, 699 (2)
and distinctive Memos



Star Wars: Episode I Starfighter

The Force returns to LucasArts

By Christopher Monahan and Brian Thompson LucasArts

It's the Force that makes Star Wars: Episode I Starfighter

the most exciting and accessible Star Wars game yet.

Starfighter is a fast-paced, action-packed game that

lets you experience the Star Wars universe from a

new perspective. You'll be flying through the

Star Wars universe, battling the forces of evil

and saving the day. It's the Force that makes

Starfighter the most exciting and accessible

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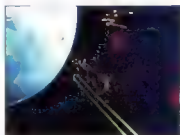
Starfighter is a fast-paced, action-packed game

that lets you experience the Star Wars universe

from a new perspective. You'll be flying through

the Star Wars universe, battling the forces of evil

and saving the day. It's the Force that makes



Knockout Kings 2001

The most realistic boxing game ever

By [Name] EA

Sports [Name]

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ESPN International Track & Field

The most realistic track and field game ever

By [Name] Konami

Sports [Name]

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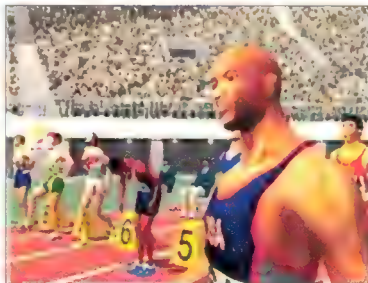
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NASCAR 2001

The most realistic NASCAR game ever

By [Name] EA

Sports [Name]

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RUNABOUT-2

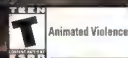
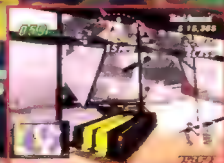
3-D FREE-FOR-ALL DRIVING!

Live the life of a **secret agent** and drive anywhere at top speeds. Dodge traffic and **crush anything** in your path as you **rage** through beaches, buildings, airports, cities and more.

Tune up and test drive **thirty-one vehicles** to leave your **enemies** in the dust! **Change vehicles** and use e-mail tips to gain any advantage possible.

Thirteen adrenaline-packed **missions** require superior intelligence.

YOU OWN THE ROAD!



www.runabout2.com
info@runabout2.com

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OF THE INTERNATIONAL FOOTBALL FEDERATION. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Smuggler's Run

by [illegible] **Rockstar**

[illegible text]



Street Lethal

by [illegible] **EA GAMES**

[illegible text]



Madden NFL 2001

Building on the best football game ever

by [illegible] **EA GAMES**

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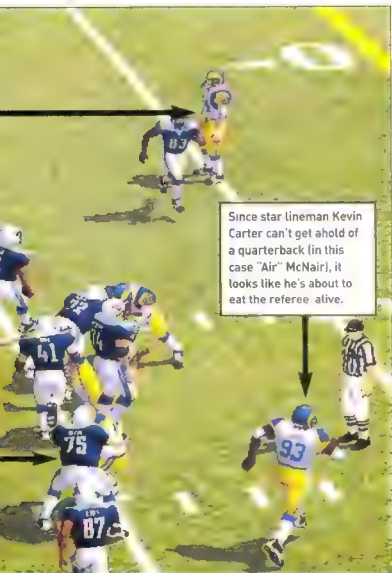
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October 26

Apparently the AI isn't perfect just yet. We figure this Rams player could be doing something besides remembering what he had for breakfast.

It's pretty sweet when you can see an offensive lineman committing a 10-yard holding penalty just from a screenshot.





Running Away

When Dreamcast's NFL2K hit store shelves, people went nuts. After all, the player models looked as close to the real thing as gamers had ever seen. Still, the run game left a lot to be desired in Sega's masterpiece. The ground game in Madden 2000 was one of the main reasons for its success. Let's hope they keep it up.



FIFA Soccer World Championship

A new FIFA? Or an old one in fancy new clothes?

EA Sports
October 26



Not In The U.S.

Soccer fans may be interested to learn of some games that you won't be seeing in the U.S. this year. First up is the excellent FA Premier League Football Manager 2000, a management sim built around the British Premier League. The second is a variant of FIFA based on the Euro 2000 tournament set to be held in the Netherlands and Belgium this June. Both are currently PAL-only games for PlayStation, so if you import them they won't work on an NTSC system.

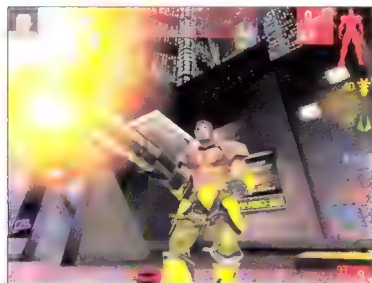
Check out www.easports.com for more info.



Unreal Tournament

PC gamers: GT Interactive
late this year

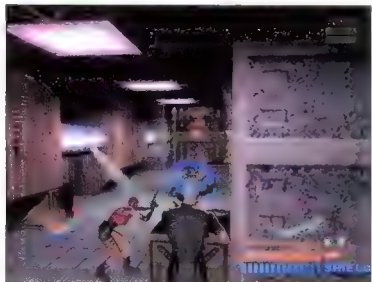
Unreal Tournament is the most intense, fast-paced, and competitive first-person shooter yet. It's a masterpiece of Unreal Engine technology, featuring a variety of weapons, power-ups, and a highly competitive multiplayer mode. The game is set in a futuristic, high-tech environment, and it's a must-play for any fan of the genre.



X Squad

EA Games

X Squad is a first-person shooter game set in a futuristic, high-tech environment. It features a variety of weapons, power-ups, and a highly competitive multiplayer mode. The game is a must-play for any fan of the genre.



Ferrari F360 Challenge

Acclaim brings us the most desirable car ever

Acclaim

by early next year



The Real Thing

Blending power and beauty into one four-wheeled package, the F360 Modena made its U.S. debut in July 1999 when it replaced the F355. Launching from 0-60 in 4.5 seconds with a top speed of 173mph (limited—it can go faster), it truly is something to lust after.



New Titles! Great Prices!

\$29.95

PlayStation



• 30 new levels with 100% destructible objects



• 30 new mini-games with familiar themes!



• 20 mini-games with familiar themes!

Everyone's favorite city-stompers are back and no civilization is safe while they *Rampage Through Time*!



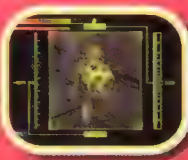
Come Mischief!

\$19.95

PlayStation



• New fighting system with 3D and special moves



• Custom story-based training (available in game)



• 30 levels for exploration and group play challenge

Action overload in *Mortal Kombat Special Forces*, with one of the best fighting systems of any doomsday games!



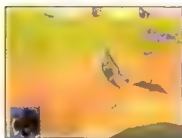
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Ubi Sori **July** **Armadillo** **Zeni**



ECW Anarchy Rulez

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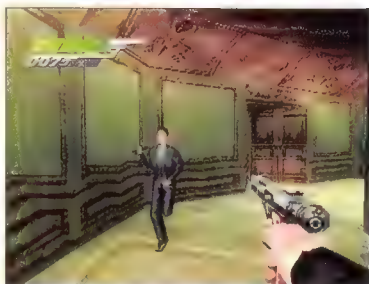
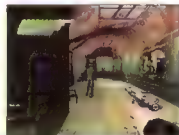
The World Is Not Enough

Finally, 007 stars in a PlayStation first-person shooter

Games and developer **Black Ops**

late 2000

late 2000



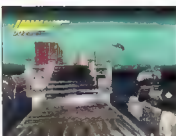
PS2 Bondage

While its gameplay may closely resemble that of the PlayStation version, *TWINE* on PlayStation2 utilizes the Quake III Arena engine and will feature different level designs. Further, the game is being developed by EA itself, who showed us some of the title's early work behind closed doors at E3. And note that we use the word "early" — this one's still got a good ways to go. However, we were informed that PS2's *TWINE* will most certainly include a multiplayer deathmatch. You can rest assured that we'll have more for you as we get it. Until then, simply enjoy the screenshots to the right.





With **TWINE**, Black Ops claims to have developed a graphics engine that renders the richest, most highly detailed environments your PlayStation can handle. Judge for yourself with these exclusive screenshots.

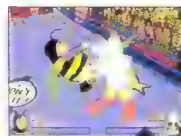
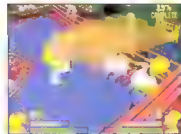


The Simpsons Wrestling

...the ...

Fox

end of the year



Vanishing Point

Acclaim and Clockwork Games

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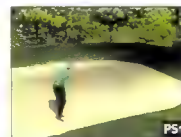
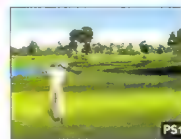


**Tiger Woods
PGA Tour 2001**

fall EA Sports

$\frac{1}{2} \left(\frac{1}{2} \right) = \frac{1}{4}$

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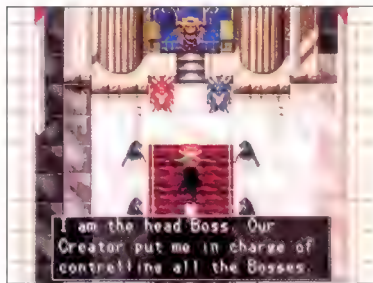
RPG Maker

The homespun RPG revolution begins here

Hardcore RPGers have something to look forward to now that **Agetec** has introduced the first in a new line of RPGs to the market. This **July**, Notch's new game, *RPG Maker*, will allow you to create your own game in a matter of hours, and it's a lot more fun than taking a class in RPG design.

Amazingly, everything you need to create a game is included in the package. You can create a game in a matter of hours, and it's a lot more fun than taking a class in RPG design. The game includes a variety of pre-made maps, including towns and dungeons, and a variety of pre-made monsters and items. You can also create your own maps, monsters, and items, and you can even create your own game engine.

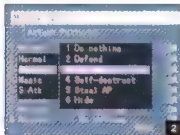
The game is designed to be easy to use, and it's a lot more fun than taking a class in RPG design. The game includes a variety of pre-made maps, including towns and dungeons, and a variety of pre-made monsters and items. You can also create your own maps, monsters, and items, and you can even create your own game engine.



It's Alive!

To create your own monster, just follow these steps:

1. Name the monster and set its stats with the cursor.
2. Set up to eight actions and how frequently the monster should use them.
3. Decide what kind of treasure the monster should drop and how often.
4. Assign a sprite to your monster and choose its colors. You're set!



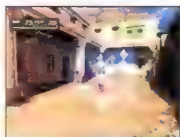
Parasite Eve II

The mighty Mitochondria return

It is Sept. 4, 2000—almost three years since the events in the first *Parasite Eve*. The ingenious, self-aware Mitochondria is thought to have been destroyed in the first game, but it's back in the West Coast of the United States, and it's ready to take revenge on the world.

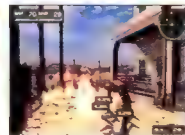
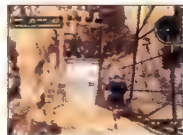
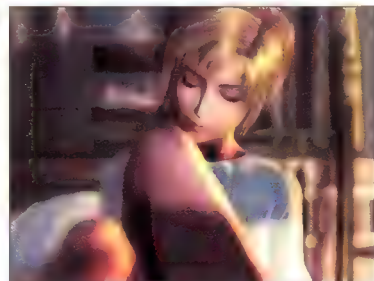
Square EA

September



Off-Target?

One of the new features of PEII is the ability to manually aim Aya's weapons at objects in the environment, like exploding canisters, to help take out nasty enemies. Other notable new additions include alternate storylines, nonplayer characters who join Aya for a limited time, and lots more oversized (and appropriately overpowering) enemies. Plus, the varied settings of the West Coast locations really opens up the visual style, as you can see here.



Duke Nukem: Planet of the Babes

Only Duke can save the future

GT Interactive sequel to Duke Nukem: A Time to Kill, plus

...the future of the Duke Nukem franchise. The game is a sequel to Duke Nukem: A Time to Kill, which was released in 1997. It is a first-person shooter game set in a post-apocalyptic world. The game features a variety of weapons and power-ups, and a story that involves Duke Nukem saving the world from a group of evil scientists. The game is available on PlayStation 2, Xbox, and PC.

see this month



Dukin' It Out

What's a Duke Nukem game without a cool deathmatch mode? Planet of the Babes offers a great variety of ways to engage in such madness. Aside from six different expansive environments and five versions of Duke with which to fight, you

can choose from three split-screen variations and between a third- or first-person perspective. Let's hope that Planet of the Babes will finally give us that definitive Duke experience on the PlayStation. It's about time.



Final Fantasy IX

Square's Final Fantasy IX is the latest in the series, and it's a real beauty.

The game is a role-playing game set in a fantasy world. It features a variety of characters and a story that involves the player's party saving the world from a group of evil forces. The game is available on PlayStation 2.

see this month

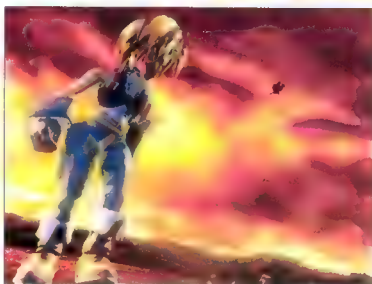
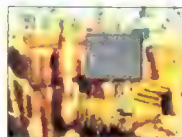
...the future of the Final Fantasy franchise.

The game is a sequel to Final Fantasy VIII, which was released in 1999.

It is a role-playing game set in a fantasy world.

The game features a variety of characters and a story that involves the player's party saving the world from a group of evil forces.

The game is available on PlayStation 2.



MTV Sports: Pure Ride

The first of the MTV Sports series, Pure Ride, is a

...the future of the MTV Sports franchise.

The game is a racing game set in a futuristic world.

It features a variety of vehicles and a story that involves the player's party saving the world from a group of evil forces.

The game is available on PlayStation 2.

...the future of the MTV Sports franchise.

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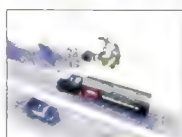
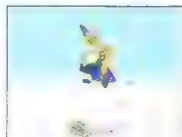
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Valkyrie Profile

Developed by Tri-Ace, Valkyrie Profile is a

...the future of the Tri-Ace franchise.

The game is a role-playing game set in a fantasy world.

It features a variety of characters and a story that involves the player's party saving the world from a group of evil forces.

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72

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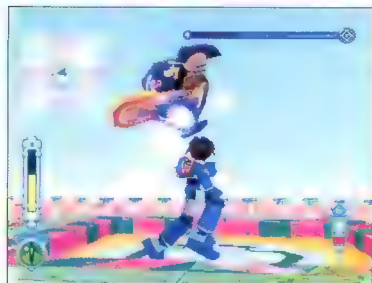
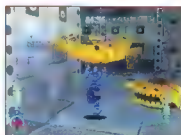
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... Nat-
sume
July



September The month of legends, but this time revolves a Forbidden Place. There will be pent

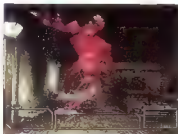
Capcom



4. **Capcom's first instalment** ...



Though *Survivor* was originally intended as a light-gun game, Capcom's support for such a peripheral in the macabre zombie-killing adventure has been indefinitely scrapped. Ultimately, the gun violence of the real world is to blame, influencing the company to tiptoe around the sensitive issue as they aim to avoid the backlash and legal hassles following the likes of last year's Columbine tragedy. Will this decision affect RES's sales?





You Don't Know Jack: Back Talk

Sierra's October sequel looks like a year's game show non-parade in the franchise by featuring themed episodes like "Hippies" and "The Grass Out."



Rock 'em Sock 'em Arena

Mattel will release this fun boxing game in November, allowing players to interchange parts from their robotic fighters—and even win parts from their opponents!



HBO Boxing

Acclaim Sports just brought the ring for a fall season. If release, fighters start in the gym and try to get their shot at a match on HBO. Not to be out done by mate changes, like Fore many, ladies can like it, too.



Alien Resurrection

It still exists! Really!

No, your eyes do not deceive you. Alien Resurrection is the game that has been in the pipeline for over a year, and it's finally in its final stage of development, and will be a late summer release.

Now a first person shooter, the Fox Interactive title will allow you to take on the top of the line, uniquely talented, marauding Ripley, Kane, D'Sole, and other characters in a new, more intense, and more challenging environment. Making the most of the game's unique and mature themes, the game will be a late summer release, and it's worth the wait.



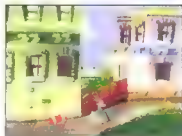
They've Got Other Things to Do...

While almost all of the characters who speak in Alien Resurrection are voiced by the actor who portrayed them in the film, the two who you would most readily name—Sigourney Weaver as Ripley and Winona Ryder as Call—decided to sit this one out. Hopefully, their replacements can imitate them well.



Donald Duck: Quack Attack

It's about time someone placed Donald Duck in the center of the world. In the fall, Ubi Soft's *Quack Attack* promises to promote the duck. Although our feathered friend appears in a number of other games, *Quack Attack* is the only one in which he's the star. The game is a platformer, and it's set in a world where Donald is the only one who can save the world. The game is a platformer, and it's set in a world where Donald is the only one who can save the world.



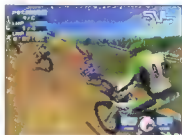
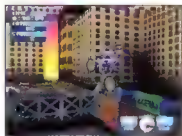
Torneko: The Last Hope

After a long time, Torneko is back. The game is a role-playing game, and it's set in a world where Torneko is the only one who can save the world. The game is a role-playing game, and it's set in a world where Torneko is the only one who can save the world.



Jeremy McGrath Supercross 2000

Apparently, if Jerry McGrath is involved in a game, it's going to be a good one. The game is a motorcycle racing game, and it's set in a world where McGrath is the only one who can save the world. The game is a motorcycle racing game, and it's set in a world where McGrath is the only one who can save the world.

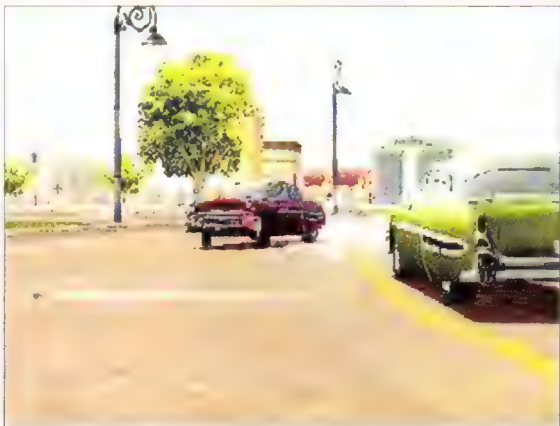


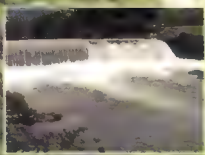
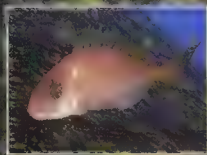
Driver 2

Now you can get out of the car. The game is a racing game, and it's set in a world where you can get out of the car. The game is a racing game, and it's set in a world where you can get out of the car.

game before the end of the year

The game is a racing game, and it's set in a world where you can get out of the car. The game is a racing game, and it's set in a world where you can get out of the car.





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Chrono Cross

For fans of the much-loved Chrono Trigger, it's about time

Square will release Chrono Cross this August

The Jungle Book Rhythm N'Groove

From the makers of the wildly popular Rhythm Heaven series, Ubi Soft's new title is a fun, fast-paced rhythm game that's sure to be a hit.



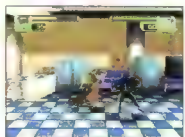
Action Man

Hasbro's Brainiac Action Man is a fun, fast-paced action game that's sure to be a hit. It's a fun, fast-paced action game that's sure to be a hit.



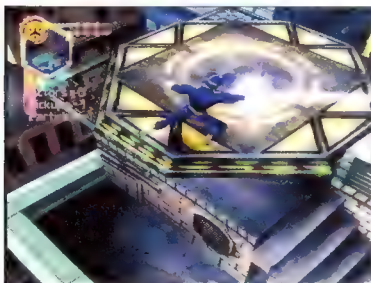
Batman Beyond: Return of the Joker

From the makers of the wildly popular Batman Beyond series, Ubi Soft's new title is a fun, fast-paced action game that's sure to be a hit.



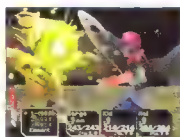
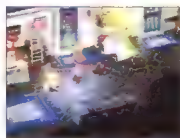
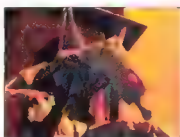
Power Rangers Lightspeed Rescue

For fans of the much-loved Power Rangers series, THQ's new title is a fun, fast-paced action game that's sure to be a hit.



Vampire Hunter D

From the makers of the wildly popular Vampire Hunter D series, Ubi Soft's new title is a fun, fast-paced action game that's sure to be a hit.



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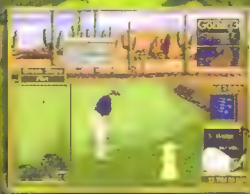
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- Multiple game modes including Classic Stroke or Skins Scoring, Bingo Bango Bongo, Speed Golf and Club Roulette
- Exclusive Tournament mode

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How
Neversoft
made the
greatest
skateboarding
game in history
a whole lot
better

The first of these is the *Journal of the American Medical Association*, which has been the most influential of the medical journals in the United States. It has been the most influential of the medical journals in the United States. It has been the most influential of the medical journals in the United States.

[illegible]

Official U.S. PlayStation Magazine 85

Joel Jewett
Neversoft President

(Continued on p. 88)



86 Official U.S. PlayStation Magazine



Building Your Own Skateboard

I'm not ashamed to admit that the influence of a video game has led to irregular behavior. I've been scanning all the local skate shops (even those in foreign cities) to discover what board suits me best. The beneficiaries? You, the reader. That is, if you've got a little money to burn and a pair of shins to beat to hell.

PAYING THE PRICE

The first thing to consider is how much you'll spend. Decks run from \$43 to \$55. You shouldn't pay more than \$50 for it, though. Trucks will run about \$40, and wheels cost between \$26 and \$30. Bearings can range between \$12 and \$34, but you shouldn't have to spend more than \$18. Some shops will cut you a deal and charge between \$100 and \$130 if you construct the board by buying everything at their store. It's usually a pretty sweet deal since you can pick out exactly what you want. Most of the time, they'll even throw in the grip tape for free.

AESTHETIC INFLUENCE

The deck is the key part, the soul of the skateboard. The good part is that there aren't many factors to consider besides purchasing one that tickles your aesthetic bone. The one consideration is width: Most boards are going to be 31" long, but the width varies between 7 1/2 and 8 inches. Mike Liddle of L.A.'s Hot Rod Skateshop suggests that beginners use skinnier boards. Consider this: There are four major wood manufacturers that make all the wood, so it doesn't really matter what name is on the board, but what wood is used. Watson Wood is apparently the best, and we've heard from the experts that Shorty's and World Boards are "made of crap" and "get mushy fast."

SLOW YOUR ROLL

Wheels will make a difference, so pay attention. They range in size from 50-60mm. The smaller wheels are better for beginners (between 50 and 53mm), but they won't roll as well, and they'll wear out more quickly. If you're going to a skate park, strap on the bigger wheels. Otherwise, stick with the small stuff.

GET YOUR BEARINGS

Bearings will dictate how quickly you're going to roll. One consideration is that the newer bearings are open on one side, which allows dirt and muck to get in there. These babies are a pain in the bottom to clean (and who wants to dive into board maintenance when you're busy scraping your knees up?!). So try to get the bearing with the shield on each side. Oh, and Liddle gives this advice, "Don't put WD40 on your bearings. It'll take the grease right out of them. They'll be ruined."

TRUCKIN' ALONG

The major consideration when it comes to trucks will be the turning radius and weight. But the difference in weight is kind of a hoax. For the best turning radii for brands like Indy, Venture or Thunder. "A better turning radius is the best for beginners," says Stevie Dread of Chicago's Uprise Skateshop. "It's best for beginners to turn on their boards, and looser trucks teach that."

Here are some Web sites to check out for research, or even to buy the good:

www.sk8shop.com
www.skateboard.com

www.fusion.com
www.b-house.com

"One of the goals in the course of the first project was just to get out there and skate, since we were going to make a game about it. It didn't matter if you've never skated before. Design guys that've never stepped foot on a skateboard in their life were dropping into a seven-foot-deep pool and just biting it. But they tried it."

Joel Jewett

Neversoft President



The park editor features over 100 pieces available to link together, stack or set side-to-side. Oh yeah, and there's a skate punge pit to put in the skatescape. Not until now has a game maker summoned the genius to combine death traps and skateboarding. Besides the booby traps, you'll have rails that can snake air, and the entire park is made of ramps, jumps, and plenty of park benches. Building pools is only one of the things you can do. You can make them just about any shape or size.

"I literally spend hours making the perfect pool, then play it for two hours and I figure out how to improve it," says d'Amato. "It's cool because once someone spends the 10 minutes to learn the controls, they have much to choose from and create."

In case you don't fancy yourself a skate park architect, fear not. There will be up to 100 created parks on the disc that can be manipulated, altered or skated on as they appear. The variety of these parks is amazing and all can be used for multiplayer action.

Thanks to the park editor," says Jewett, "the layout of at least 10 college campuses is shot."

CREATE A SKATER

Since I'm awed instead of bored with the plethora of Skate Park Editor options, Neversoft has me right where I want to be. Maybe they thought I was holding out for the Create A Skater part of the demonstrative tour. I hold my tongue, they don't need to know I'm sweating the potential end of the world before I see S-K-A-T-E scattered around Ventura's Skateland. In THPS1, as levels are completed and stats grow, Bob Burnquist turns from grindmaster to Learjet in no time. Tony Hawk could eventually balance his way around the whole lip of a pool. There wasn't a discrepancy among characters' abilities once they collected a few stat-enhancing tapes. That far from the case in the sequel, and evidence to that end is displayed freely in the blown-out Create A Skater mode.

There are as many ways to customize your skater as there are ways to prepare pasta. You'll be able to choose whether your skater is more inclined to successfully skate vert, street or a mix of the two. Then decide on your skater's name. From there, move down through the clothing, customizing pants (jeans, shorts, cargo pants, etc.), all the way down to Rolling Stone Globe shoes or Tony Hawk's Adios. You can also take a cue from the street throw a Punisher-style skull tattoo on your chest. When it comes to stats, there are a surplus of options, ranging from urban influence to the skater's magnificence. You can even dictate your skater's musical preference.

I totally dig the Create A Skater," says Pease. "It's awesome to have the pros in the game, but I'd love to create your own guy. Now that we have the mullet in there, we've really captured something."

And once you finally stray from narcissism to skat no there are enough options to dizzy a man of average stature. You can build a skater who is skilled at any of 10 different categories: air, hang time, ollie, speed, spinning, switch skating, rail balance, lip balance and invert. Unlike in the previous game, all these things will dictate how successful a skater can be with certain tricks. For example, if you're trying to master the high takeoff, you'll have to stick with someone attuned to landing. But if you want to master the 900, try building up air and hang time.

The coolest part of the Create A Skater comes when you hit the button to

DO IT ON THE DEMO!



Tony Hawk's Special Moves

Of course you'll see this move available in the demo. It's the move that put Tony Hawk on the skateboarding map forever (like he wasn't already fully rooted there).

Tony told us that he had this move in mind for a lengthy spell, and once Neversoft put it in the game that he had to finally learn it. Betcha can't guess what he named it after.



(Continued on p. 90)



THE BACKFLIP



THE HURRICANE GRIND

Chad Muska's Special Moves

Of course anyone can do a backflip (just kidding), but Muska does it with a style all his own. It's not easy to land, and seems to go in slow motion. But a little realism in a backflip never hurt anyone.

Here's where the madman arrives in full grinding force. The Hurricane Grind is a little spinorama, more tornado than hurricane, that sparks the trucks like a skyscape on the 4th of July.



↑↓
Manual



↓↑
Nose Manual

The Cooler Name For A Wheelie

There's a story floating around about an instance when Rodney Mullen picked up a skateboard with the front trucks ripped off. He was seen skating, balancing on the back wheels of the board, which is called a manual (basically a cool name for a wheelie). He proceeded to ollie over something and landed back in a manual. Impressed? You should be.

"A manual is basically riding a wheelie. In our game you can do a manual or a nose manual. You can pull them anytime while skating on the flat ground or you can pull them while landing another trick," explains Scott Pease. "You have to balance them pushing forward or backward while steering the whole time, which is all kind of difficult, but it keeps your trick string growing. If you grind a rail and come out in a manual, you can ride the manual and balance it to the next rail and jump onto that, and it keeps your multiplier growing. You can start to link objects that are halfway across the park, whereas in the old game you had to look for rails next to rails."



Tap R2 to switch stance

Switching Things Up

The addition of Switch skating in THPS2 is yet another checkmark in the depth column. What is it? Tony Hawk knows better than we do: "You're actually skating, doing the tricks backward—in reverse, as if you skate the other way. In the game it labels it 'switch.' If you're goofy-footed and you're skating regular, then it would say 'switch.' That hasn't really been tapped. And beyond that, people are still coming up with new tricks that they're doing normally. Skating just keeps growing."

"There's no doubt the planets aligned last year. We did the best game we've ever made, skateboarding did one of its resurgences and Tony goes and does a 900 at the X-Games. He was on TV everyday."

Joel Jewett
Neversoft President



CAREER MODE

There are three new skater additions to THPS2, and they all have more street cred in their pinky fingers than Officer Dick has in his jelly donut-filled belly. Here are some shots of the newcomers doing what they do best.

Rodney Mullen
A freestyle world champion 96 times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene in 1990. The kickflip, underflip, impossible, casper, and darkslide are just a few of the patents on his résumé.

Eric Koston
Eric Koston makes swivel and nollie skating look easy. A skateboarding chameleon, he can mimic other riders' styles and tricks with amusing clarity, while the eponymous K-grind bears the imprint of his innovative legacy.

Steve Caballero
Considered a legend by most, Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the '70s and '80s. Cab conquered a 44-stair rail last year with a boardslide. He's been skating forever.

(Continued on p. 92)



New Blood

There are three new skater additions to THPS2, and they all have more street cred in their pinky fingers than Officer Dick has in his jelly donut-filled belly. Here are some shots of the newcomers doing what they do best.



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Steve Caballero

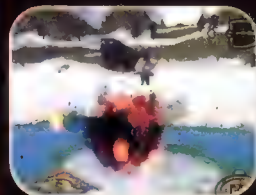
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HOGS OF WAR

This little piggy joined the army
This little piggy stayed home
This little piggy had a procedure
This little piggy had none
This little piggy went BAM BAM
BAM and blasted all of the
other pigs into buckel



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Joel Jewett
Neversoft President

"That's it," one of them says in response to my awed sighs. I'm too busy perfecting Tony Hawk's new Sacktap. "When we hear those sounds, we know we're making the right improvements."



RG: Not all the time. I like Andrew.

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Think about it: professional skateboarders skateboard for a living. So when we sat down to chat,



It was easy to figure why they're always in such good spirits. Rodney Mullen is about the nicest



guy DPM's ever chewed the cud with, and Rune Glifberg's from Copenhagen, which speaks for itself.

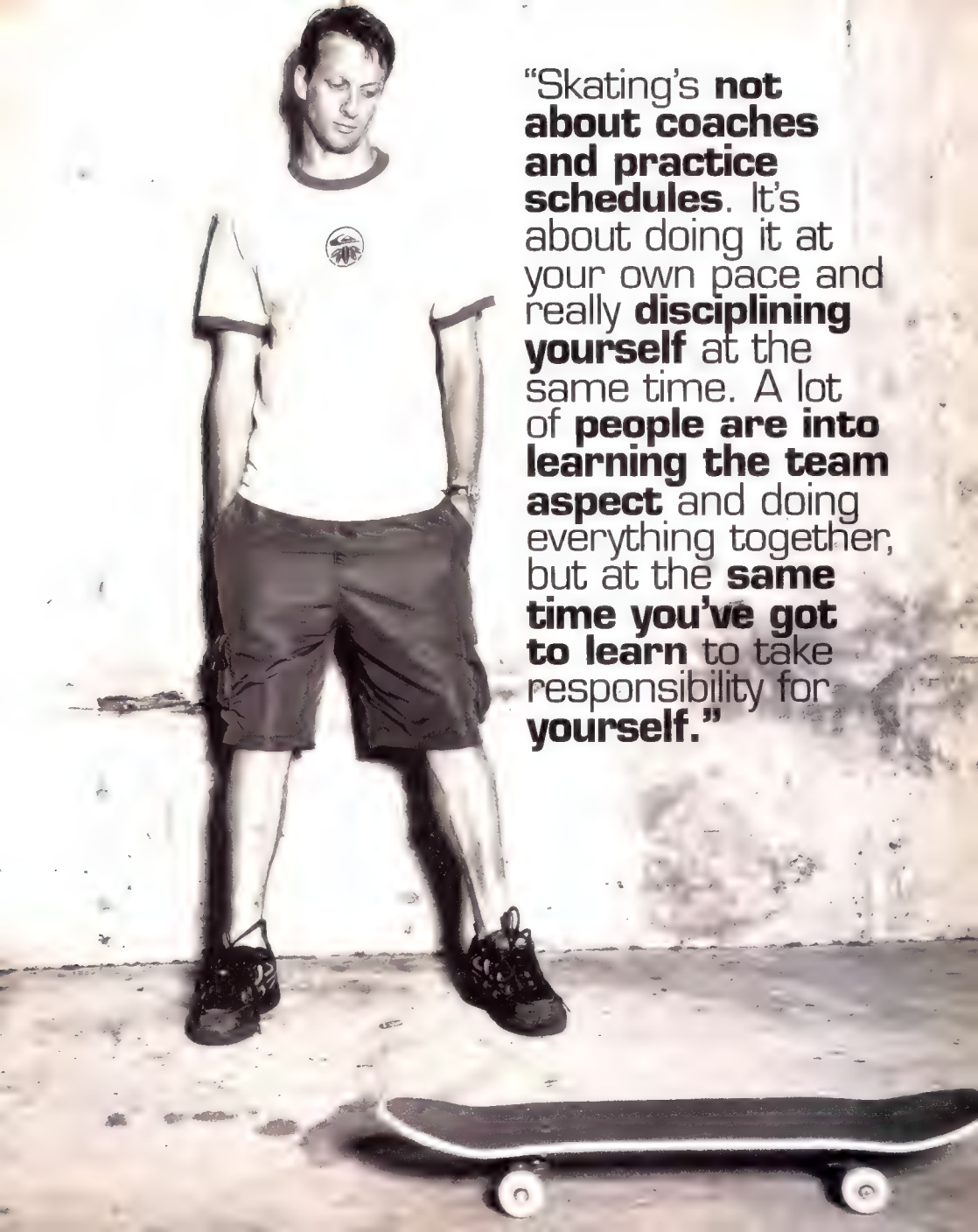




M *Hawk* Man

Skateboard
legend
Tony Hawk
talks family,
gaming,
waking up in
an ambulance
and the
1080°

story by
Todd Zuniga
photography by
Joe Tarena

A man with short dark hair, wearing a white t-shirt with a small circular logo on the chest and dark shorts, stands with his hands in his pockets. He is looking down and slightly to his left. A skateboard is on the ground in front of him. The background is a light-colored, textured wall.

"Skating's **not about coaches and practice schedules.** It's about doing it at your own pace and really **disciplining yourself** at the same time. A lot of **people are into learning the team aspect** and doing everything together, but at the **same time you've got to learn** to take responsibility for **yourself.**"

"Well, what's it called? How do you come up with the names for trucks?" He's about as off balance from the proliferation of questions as he is on a skateboard.

"It used to be how many names were brought up, but now it's a tail-and-a-whisker kind of thing. You have to be something completely new to get a new name. Now it's mostly just combing backlip-tailside shove it out. You're not going to make up a new name for that."

He slips off balance and, much like a cat, squares on his feet. I ask him if he has any more, but he quickly dignifies the question by asking me to give it a try. "What about this?" he then

We liked to eat at Ben hana. But I didn't make it!
 Oh, my friend, I'm sorry!

And Madonna made a trick up, a one footed lien and tail, and told a friend of mine I made up a lot of tricks but I never really saw a lot of other people like that. He had arms out like wings. He had a head like a bird. I couldn't figure out why. Don't know what it was. I don't know they could learn them. I don't know. My friend said that I had to make up a lot of things. I was trendy. At the time I was a little bit of a trendsetter. The best thing I started to think of was Madonna. I was like, "People started doing Madonna's all the time."

He's balancing with the board in all kinds of different ways. He tries to do a backflip, a front flip, a failing. He looks like a cat. It reminds me, "Were you surprised Disney approached you about doing this crazy thing?"

Yeah, definitely. I used me if they could. Some footage of me in their promos for how I modeled it. I was like, "I'm taking a break from balance. A flash pop of the hair, and then they called me and asked if I wanted to come to the premiere and I said, 'Sure. Of course.' They said, 'I'll be there with me.' Well, Mike, I was like, 'I'll be there with me.' I asked me to do the commercial. I was like, 'I'll be there with me.' I got to be in that, too. It all just kind of happened."

con status he started his own skate company (Brdhou... he's done the fabled 900. Di... loves him and... in one of the top selling PlayStator... this expected?

I just kept skating. All I wanted to do was get better at skating. And Tony thought about what he would have when I was growing up there really wasn't any benefits. I was more of an outcast. It's been fun." A flash goes off again and Tony squints at it, rubbing his eyes. "Actually," he says, looking down at the picture. "It ends when they're going and everything." He looks back at the camera. "I don't know how the game would take on the computer game." He looks back at the camera. "To make a fun game."

Let's see.

The photographer says, "Just a few more. It's amazing the sun hasn't melted the asphalt and intensity of blinding flashbulb light. So how did Tony end up in this pop-skateboarding space?"

'I don't know I never really chose that role. I que-

skating has always had a tainted image, mostly



Tony Hawk gets mobbed after achieving the 900.

"I never really thought about the **career choices or the benefits** that [skating] would have. When I was growing up there really weren't any benefits. **I was more of an outcast.**"

because there was nowhere to skate so people just skate on private property, and suddenly there are bylaws," Tony says. "I guess people like skating."

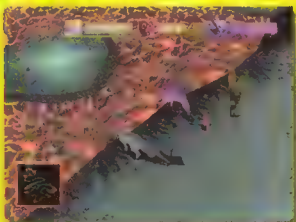
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WALT Disney
PICTURES PRESENTS

DINOSAUR

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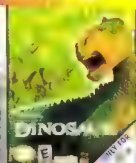


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Demo Disc includes: **playables:** NFL GameDay 98, CART World Series, Frogger

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Demo Disc includes: **playables:** Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

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PlayStation's Birthday, Elemental Gearbolt Strategy
Demo Disc includes: **playables:** Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

☐ **Issue 13/October 1998 \$10**
Spyro the Dragon Strategy
Demo Disc includes: **playables:** Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

☐ **Issue 15/December 1998 \$10**
Metal Gear Solid
Demo Disc includes: **playables:** Tomb Raider III, Crash Bandicoot: WarPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo

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playables: Bloody Road, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

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playables: Gran Turismo, Tombat, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer
non-playables: NFL Xtreme, MLB 99, Tekken 3

☐ **Issue 14/November 1998 \$7.99**
playables: MediEvil, WarGames, Defcon 1, Dragon Seeds, Darius, Future Cop L.A.P.D., Colony Wars Vengeance
non-playables: Crash Bandicoot: WarPED, Tenchu, Tai-Pu, Riptide, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

☐ **Issue 14-\$10 October 1999**
Gex Deep Cover Gecko
Tomb Raider III Strategy
Demo Disc includes: **playables:** Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, Tai Fu



☐ **Issue 18-\$10 March 1999**
PlayStation Dictionary
Syphon Filter Strategy
Demo Disc includes: **playables:** Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuj the Heartless, No One Can Stop Mr. Domino, Street Skier



☐ **Issue 19-\$10 April 1999**
The Year of the RPG
Silent Hill Strategy
Demo Disc includes: **playables:** R4 Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar



☐ **Issue 20-\$10 May 1999**
Star Wars: Episode I-The Phantom Menace Feature
Legend of Legaia Strategy
Demo Disc includes: **playables:** Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender



☐ **Issue 21-\$10 June 1999**
Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy
Demo Disc includes: **playables:** Oddworld: Abe's Exoddus, NFL Blitz, Bust-A-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure



☐ **Issue 22-\$10 July 1999**
25 Games You Must Play
Street Fighter Alpha 3 Strategy
Demo Disc includes: **playables:** Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Road 2



☐ **Issue 23-\$10 August 1999**
Tarzan Lord of the Console
Ape Escape Strategy
Demo Disc includes: **playables:** Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macrocosm VF-X 2, You Don't Know Jack, Centipede, Ultimate B-Ball 99, Tekken 3



☐ **Issue 24-\$10 September 1999**
EA sports vs 789 studios
Jade Cocoon Strategy
Demo Disc includes: **playables:** Jammer Lanny, Silent Hill, Chocobo Racing, Pump, Monaco Grand Prix Racing



☐ **Issue 25-\$10 October 1999**
Final Fantasy VIII Strategy
Demo Disc includes: **playables:** Metal Gear Solid VR Missions, WireOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Top Story 2, Bugs Bunny, Pac-Man World



☐ **Issue 26-\$10 November 1999**
Tomb Raider 4
Crash Team Racing Strategy
Demo Disc includes: **playables:** Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 48 Winks, NFL Blitz, Crash Bandicoot: WarPED, Cool Boarders 3



☐ **Issue 27-\$10 December 1999**
PlayStation 2, Dino Crisis Strategy
Demo Disc includes: **playables:** Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameBreaker 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer



☐ **Issue 28-\$10 January 2000**
End of the World Buyers Guide
Resident Evil 3 Strategy
Demo Disc includes: **playables:** Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem



☐ **Issue 29-\$10 February 2000**
Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes: **playables:** Tombat 2, The Evil Swine Return, Tomb Raider: The Last Revelation, SuperCroc Circuit, NFL Sports Snowboarding, Ballistic, International Truck & Field 2000



☐ **Issue 30-\$10 March 2000**
Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes: **playables:** Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere



☐ **Issue 31-\$10 April 2000**
Star Trek: Invasion
Saka Frontier 2 Strategy
Demo Disc includes: **playables:** Colony Wars, Red Sun, Spider-Man, Eagle One, Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido



☐ **Issue 32-\$10 May 2000**
PS2 Japanese Launch
Syphon Filter 2 Strategy
Demo Disc includes: **playables:** MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour



☐ **Issue 33-\$10 June 2000**
X-Men
Fear Effect Strategy
Demo Disc includes: **playables:** X-Men: Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grand Session, Deception III: Dark Delusion





Do You Like It Cheap & Nasty?

[illegible]

As companies get more massive and swallow up smaller creative teams, the power of the marketing dollar becomes a more important consideration than the quality of the experience.

[illegible]

"we'd never get away with charging \$40 for this, so we rushed it out quick and cheap" for Spec Ups you'd:

It's not all bad this month though, so I haven't found like I'm just moaning about stuff. **This month's star games were pretty damn good**, with *Legend of*

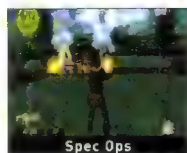
John Davison
Editor in Chief

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THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?



MEET THE CRITICS



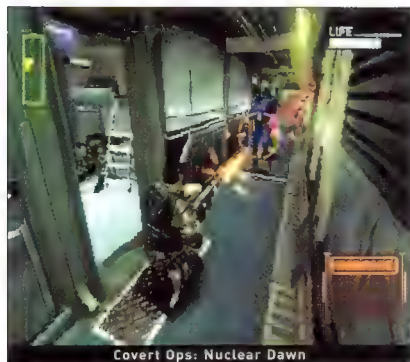
SAM KENNEDY

$$\frac{\partial \lambda}{\partial x} = -\frac{(\lambda + \mu)}{x}, \quad \frac{\partial \lambda}{\partial y} = -\frac{(\lambda + \mu)}{y}$$

FAVORITE GENRES:
R, G, A, P, B, D, C, F, S, M, L, H, I, O, N, J, K, T, V, W, X, Y, Z

CURRENT FAVORITES:
L, J, T, P, D, C, F, S, M, L, H, I, O, N, J, K, T, V, W, X, Y, Z

CAN'T WAIT FOR:
P, L, S, D, C, F, S, M, L, H, I, O, N, J, K, T, V, W, X, Y, Z



Covert Ops: Nuclear Dawn

● **Army Men: World War**
Publisher 3DO
Developer 3DO

Web Site www.3do.com

[illegible]

know what to expect: **poor controls, repetitive gameplay and weak graphics**—and this time, I

Final Score ●●
Joe Rybicki

Players: 1-2
Memory Card: 1 block



Army Men: World War



Army Men: World War



Covert Ops



Covert Ops

● **Covert Ops: Nuclear Dawn**
Publisher Activision
Developer Sledgehammer Games

Web Site www.fishbase.org

Experiments on the ability of the right hemisphere to process spatial information have been reported by Zatorre and Milner (1968) and Milner and Zatorre (1968). In the first experiment, subjects were asked to judge the spatial location of a sound source. The results showed that the right hemisphere was more accurate than the left hemisphere in this task. In the second experiment, subjects were asked to judge the spatial location of a sound source. The results showed that the right hemisphere was more accurate than the left hemisphere in this task.

[illegible]

Covert Ops' worst sin lies in its abhorrent camera angles—literally the worst I've encountered in a video game As though views in which a trigger-happy, jacked-up commando sees an alien in a dark, claustrophobic corridor would be enough to make you want to throw your controller through the window, the game's disorienting camera angles—often a mix of first- and third-person, but always a little off-kilter—become weapons when using the feature.

Still, even after plowing through Covert Ops, something makes me yearn for more. Maybe it's the con- fusion, maybe the new names. Most of all, I want to see the bad ending get that real, promising feel. Whatever the case, I can't help but call Covert Ops a **solid rental**. Let's just hope Activision likes its premiums for the inevitable sequel.

Final Score ●●●
Chris Baker

Players: 1
Memory Card: 1 block



The Legend of Dragoon

More than just a Square deal?

Publisher Sony CEA

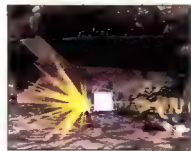
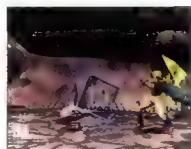
Developer Sony, Inc.

Web Site www.playstation.com
 Fatal Lash is the fiercest form of
 Lash, then the looks at Squat
 must be brushing brighter than a
 zing n' bride

Why? Because Sony has paid Square the ultimate compliment with its new low-budget RPG. The legendary Dragon Quest series is a franchise so iconic that Square developed and brought to near-perfection its *Fantasy* and *Final Fantasy* series.

Most notable are the gorgeous pre-rendered backgrounds, stellar character designs, art direction, move-quality, soundtrack and emotional story line. A lot of which we remember of last hours spent with the likes of Cloud, Tifa, Squall and Rinoa.

But to call Sony a mere copycat would be an injustice to Dragon Quest, since the FGO backgrounds are similar in style to Final Fantasy VII.



more so than VIII, by the way." But in *Designing*, he effectively re-creates the first two acts of the show, at times surpasses the majesty of Square's games, and, like a water-gilding leaver, building the sweeping rays of light of dancing flames, each area is tied to a moving element that adds another layer of realism and depth to an already grand world. And while the potential for a terrific ride is a mere glint, the thing that is secondary to the stunning scenery

Then there's the battle system. Aquamagion appropriates dears old turn-based RPGs plotlines and injects the elements in ways that create a **refreshingly fun method of fighting**. Combat centers on Additional Attacks which can be carefully timed button presses leading up to a powerful finish. Each time you ban an opponent, your power that attack rises, so that accumulate points toward Dragon transformations which open up stronger attacks and even new status moves.

Sounds simple enough—and at first it is. But as you progress through the game, you'll discover increasingly difficult attacks. While you can't expect to run into a hit that you're not expecting, additionally, just a few of these special battles, when finishing up, makes matters the most hectic, there are even a few fights in which you'll get pummeled by a particularly baddie. So don't let complete your moves, adding even more pressure to get it right.

Equally as important is the battle system, the story, and that's another area where Dragon



... re-emergence of the
race - but even with the

...the star of the
...art, a young
...than the whiny Cloud (FVIII) but
...natic than the moody
...equal (FVII). During his adven-
...ture, Carl will team up with a
...terocolypt
...and, like
...theless



game's gentle learning curve and superior level design.

the design of the experiment. The first part of the experiment was a pretest in which the participants were asked to perform a series of tasks that were similar to the tasks that they would perform in the main experiment. The purpose of the pretest was to familiarize the participants with the tasks and to ensure that the tasks were performed correctly. The second part of the experiment was the main experiment, in which the participants performed the tasks under different conditions. The conditions were designed to test the effect of the independent variable on the dependent variable. The results of the experiment were then analyzed using statistical methods to determine the significance of the findings.

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ear

it takes to d...
Square7 M...
is enormo...

$$\begin{aligned} 2.4 \quad & \text{Find } \int_0^1 x^2 \sqrt{x+1} \, dx. \\ & \text{[Hint: } \int_0^1 x^2 \sqrt{x+1} \, dx = \int_1^2 (x-1)^2 \sqrt{x} \, dx \text{]} \end{aligned}$$

most important, **Dragoon had me completely hooked** anxious to pu

b. $\frac{1}{2} \leq \frac{1}{2} \leq \frac{1}{2}$

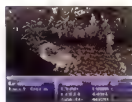
Abstract

Final Score ●●●●●
Gary Steinman

Players: 1
Memory Card: 1 block

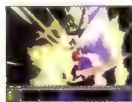
A Brief History of Timing

Draagoon isn't the first traditional RPG to combine timed button presses with turn-based attacks. Here's a quick look at some notable predecessors (keep in mind we're not considering action or adventure/RPGs).



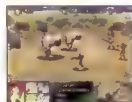
Final Fantasy III

Just one character uses timed attacks in Final Fantasy III, but it's such a cool system that it's worth mentioning. Sabin, a master of martial arts, uses his Blitz techniques to devastate foes. Each attack requires a different button combo that's even more like a fighting game than Zell's Limit Break attacks in FFIIV.



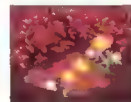
Final Fantasy VIII

Most Guardian Forces can be "Boosted" by furiously mashing the X button in carefully timed spurts. Also, two characters have finger-flexing Limit Breaks: Squall's calls for a series of taps on the shoulder button, while Zell's uses button combos similar to those found in many fighting games.



Shadow Madness

Hitting the X button right as you connect with a standard attack doubles the power of that attack. While this may seem fun at first, it becomes an exercise in tedious monotony after about the billionth time—especially since it's way too easy to pull off with most of the characters. Definitely uninspired.



Super Mario RPG

This SNES classic had one of the most enjoyable RPG combat systems ever. Mario, for example, could jump on enemies' heads, much like in his platforming adventures. The more times you hop on a baddie, the more powerful the attack. Plus, the rest of the cast had similar kinds of attacks.



● **Expendable**
Publisher
Developer
Web Site

*** Gekido**
Publisher
Developer
Web Site

control is just about useless for a twitch game.

Final Score ●
Gary Steinman

Players: 1-2
Memory Card: 1 block



Expendable



Expendable

what really hurts Gekido is the frustrating amount of cheap hits

call it's a pretty good fighting package and anyone interested in

Final Score ●●●
Sam Kennedy

Players: 1-4
Memory Card: 1 block



But enough about us...
What do you think?



Strider 2

• Strider 2

Publisher Capcom
Developer Capcom
Web Site www.capsule.com

It's a little hard to believe, but Strider 2 is a sequel to the 1989 classic. The original Strider was a platformer with a sci-fi twist, featuring a protagonist named Strider who fought against a giant, multi-headed dragon. The game was a critical and commercial success, and it's a shame that it's been so long since we've seen a sequel. Strider 2 is a 2D platformer that takes the original's formula and adds a few new twists. The game is set in a dark, industrial world where Strider must fight his way through a series of levels, each with its own unique challenges. The game is a solid platformer, but it's not quite the Strider we remember from the original.

It's very much a 2D platform game, and it's a shame that it's not quite the Strider we remember from the original.

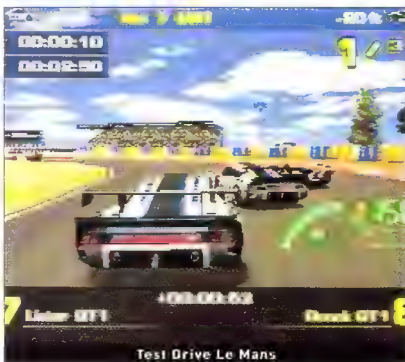
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game in two hours—probably even less. And while playing through does offer decent rewards the first few

times, the rewards are not quite as exciting as they were in the original. The game is a solid platformer, but it's not quite the Strider we remember from the original. It's a little hard to believe, but Strider 2 is a sequel to the 1989 classic. The original Strider was a platformer with a sci-fi twist, featuring a protagonist named Strider who fought against a giant, multi-headed dragon. The game was a critical and commercial success, and it's a shame that it's been so long since we've seen a sequel. Strider 2 is a 2D platformer that takes the original's formula and adds a few new twists. The game is set in a dark, industrial world where Strider must fight his way through a series of levels, each with its own unique challenges. The game is a solid platformer, but it's not quite the Strider we remember from the original.

Final Score ●●●●
Chris Baker

E **Players: 1**
Memory Card: 1 block



Test Drive Le Mans



Strider 2

• Test Drive Le Mans

Publisher EA
Developer EA
Web Site www.ea.com

It's a little hard to believe, but Test Drive Le Mans is a sequel to the 1997 classic. The original Test Drive Le Mans was a racing game with a sci-fi twist, featuring a protagonist named Strider who fought against a giant, multi-headed dragon. The game was a critical and commercial success, and it's a shame that it's been so long since we've seen a sequel. Test Drive Le Mans is a 3D racing game that takes the original's formula and adds a few new twists. The game is set in a dark, industrial world where Strider must fight his way through a series of levels, each with its own unique challenges. The game is a solid racing game, but it's not quite the Test Drive Le Mans we remember from the original.

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Final Score ●●●●
John Davison

E **Players: 1-3**
Memory Card: 2 blocks



Test Drive Le Mans

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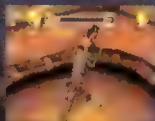


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THE BOSSES

Tyrannosaurus Wrecks



First form: This skeletal Rex will chase you down spewing flames up your backside. After a few attacks the monster will raise up on its hind legs and start calling smaller skeletons. This is when you climb up on its back to slice at the supple pink brain.

Second form: The battle isn't over yet. The boss will return as a flying creature. Dodge the flaming pools that it spits and wait for it to call for a few friends. Use your Pistol to shoot its brain. After you take down this form, you've won.

The Ripper

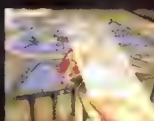


Saving Kiya from the Ripper: Kiya only has a limited amount of health, so if she dies, it's all over! Run around, dodging his blade swipes. The Ripper becomes vulnerable when he goes after Kiya, so take advantage of his weakness and use your Magic Sword to whack him. After you've whittled him down below 50 percent health, he'll start lobbing a plethora of spells at you. This desperate action is easily dodged. The trick to beating the Ripper is to attack him as much as possible whenever he goes for Kiya. For your efforts, you'll get a Chalice of Souls.

(that earns you the Gatling Gun) and a new suit of Golden Armor that totally rocks.



The Count



First form: Flip the mirrors so they stand up straight. When the Count tosses a fireball at you, dodge to the side and his attack should reflect back to him. When the Count charges at you, keep running until he tries to blast you again.

Second form: Weakened, but not defeated, the Count will redouble his attacks. This time you must hit each mirror so it reflects the light from the ceiling. After all of the mirrors are in position, the Count will burn. It only takes a couple of hits after that.

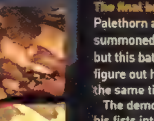
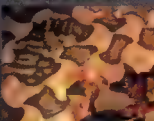
Iron Slugger



Fight to the death: Uppercuts are the key to victory. If you've dropped to less than a quarter of health, keep moving away until the round ends. Once you start pounding limbs from your opponent, you should take him out easily. It may take a few attempts.

Between rounds: If you've lost any limbs, you can retrieve up to two of them between the rounds. You'll have to catch the nasty little limps, but throwing your Axe around should make short work of them. If you want to learn how to fight, try reading the book.

The Demon



Demonic battles: You must face Mander and Dogman again. Circle around Dogman and try to cleave Mander with your Sword. The amphibian will be a bigger threat in the long run, so weaken him first. You will likely kill Dogman before him, although you'll do so accidentally. Keep moving and circling. Swing your Magic Sword repeatedly and they'll take some massive damage.

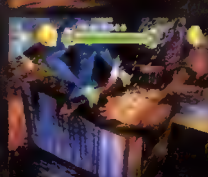
When it is just Mander on the screen, put your sword away and switch to your Flaming Crossbow. Fire away and he'll burn to death without much of a fuss. You are about to face the final opponent.

The final battle: You must face Palethorn as well as a demon he has summoned. It may seem daunting, but this battle isn't too bad once you figure out how to stop them both at the same time.

The demon will start by slamming his fists into the ground. Dodge them and avoid the rubble. He will also radiate fire from the center of the screen. Just jump over it to avoid taking damage.

Palethorn is decked out in a space ship. He'll rake you with machine guns while launching homing missiles. Keep dodging from side to side to avoid most of the havoc. When he flies overhead, here is your chance

to attack. Fire your gatling gun into his backside and he'll temporarily lose control and blast the demon. This will aggravate him and he will backslap his ship as if it were a child's toy. Just do this five or six times to win the game.



More Puzzles: [Puzzles](#)

More Puzzles: [Puzzles](#)

AI, Characters: [AI, Characters](#)

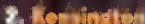
Crash Bandicoot: [Crash Bandicoot](#)

Crash Team Racing: [Crash Team Racing](#)

Unlock Papu Papu: [Unlock Papu Papu](#)



The doorway to the left of the cannon leads to a small garden. If you look above the small pond, you will find the outlines of a Chalice floating there, if you have killed enough enemies, the Chalice will be yours! This will earn you the Cane Stick later.



To find the Chalice, climb up the ladder next to the entrance of the first tunnel. Make your way to the station and ring the bell. The train will arrive, carrying the coveted Chalice of Souls. This will earn you the Hammer of Thor back at the Professor's Lab.



There is a barn near the entrance to the spinning corridor. If you enter and climb up to the second floor, you will find the glowing Chalice in the far corner. Collecting this item will earn you the Crossbow when you return back to the laboratory.



The Chalice is fairly difficult to reach. It is on the last ruined ship in the ship graveyard. You will have to nimbly jump to get there. You will have to almost kill every single enemy in the area in order to collect enough souls. This Chalice will earn you the Axe

★ After you have killed all of the Pumpkin monsters in the garden, you will be able to find the Chalice way up high. Go back to the room where you acquired the Hothouse Valve. Climb to the top of the tree. This will earn you some Bombs.



Have you searched and re-searched the entire area for the Chalice and keep coming up empty-handed? Climb the train track and follow it till it weaves above the main computer. Look atop the mainframe. This will earn you the Broad Sword.



This Chalice is right in the open. You will find it on a table next to the front door of the mansion. You won't be able to get it right away, of course, so you'll have to backtrack to it later. Collecting this item will earn you the Lightning.



► The Chalice can be found in a small alcove down a side street. It is right near the second cemetery and shouldn't be too hard to find. Just look for the glowing cup and you should be fine. Collecting this item will earn you the Blunderbuss.



If you go back to the room where you saved the first girl, you will notice a pair of spectral hands following you. This is an important clue. Mount the hand and crawl inside one of the Worm pipes. The Chalice you earn will get you the Magic Sword.



Unlimited Wumpa Fruit: ()

Unlock a New Racer: *Forza Horizon 3* has a lot of cars to choose from, but you can't drive them all. To get the most out of the game, you need to unlock the cars you want to drive. There are a few ways to do this, but the most common is by completing challenges. These challenges can range from driving a certain car for a set amount of time to completing a race. Once you've completed a challenge, the car will be unlocked and you can drive it whenever you want.

Cyber Tiger

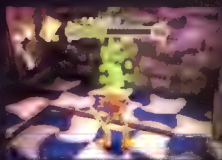
Cyber Canyons Course: NAM 11
Cyber Sawgrass Course: SE 10E
Cyber Summerlin Course: PO 1A
Nov. 1, 2014

Infinite Ammo

Get By On Limited Life

Staying Alive

Health reservoirs contain a set amount of life; once you use them, they're gone for good. This means you'll need to conserve your life as much as possible. If you are on a later level, and need a quick pick-me-up, look for the secret passages in the easy levels. Remember, you must complete the level in order to acquire what you have gained in the level. Health Vials refill as well.



You can acquire a limited amount of life from these reservoirs.

How to Fight

It's not the size of the sword, it's how you swing it.

Dan has two types of attacks with most kinds of weapons. The jab is done with the X button. It is perfect for quick strikes against a single enemy. If you are surrounded, the Square button will normally perform a wider attack that can hit multiple opponents. This attack is generally slower and leaves you open a bit longer.

Charging Up

Many of the weapons have a charge move. This is done by holding down the Square button and releasing when the weapon glows. These attacks vary from weapon to weapon, but most can kill weaker enemies with a single blow. Whenever you get a new weapon, you should try this move. I don't worry about wasting this attack—you can do it as many times as you want!

When You Run Out Of Ammunition

The reason for collecting gold

The only way to acquire ammunition for your weapons is to buy it from a bizarre creature known as the Spiv. This creature can also do things such as recharge your magic, or repair your armor and shields. None of these benefits come cheap, though, because the Spiv is trying to make a profit. You can find the Spiv on every level, but he's often hidden. You'll know that the Spiv is around if you hear a weird snorting and grunting. Bring lots of gold to him.



The Spiv will refresh your ammo stocks—for a price.

Out Of Body Experience

What those weird hands are for

Dan can remove his head and place it in one of those spectral hands. This ability allows you access to hard-to-reach spots like small holes. You will trigger this ability once you reach Wulfrum Hall. You will not be able to do this move before.

Last minute help

All of the small secret passages have life

reservoirs. Remember the entrances to these passages so you can come back to them at later points in the game. The last few levels are extremely difficult, and you'll need every speck of life you can get your hands on.

Puzzling

You can also use your head to trigger switches far from your body.

Life Bottle Locations

Useful Tools

Life Bottles help keep your reserve from going away your normal life meter and they also save you from "instant death" effects such as falling from a great height. You will find them throughout the course of the game, and each one you get will essentially allow you to gain an extra life. Take a look at the list below to find out where to find them.

Kensington

• Look in the remains of the T-Monster brain.

The Foxkitchen

• Look in an alcove behind one of the weapons.

Kew Gardens

• The first puzzle in level 1 has a bottle out in the open.

• Look in a little room off of the Hothouse.

Wulfrum Hall

• It is down a corridor on the second floor of the mansion.

Winechapel

• The lady in the side will give you one.

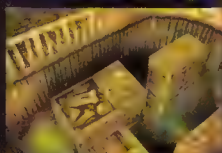
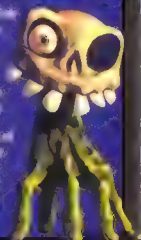
The Sewers

• After you save the first girl, there is a section you can climb up.

Cathedral Spire

• Look on the side of the main spire by one of the souls.

• Also, look in the room containing the last secret.



Your skull can ride on those strange spectral hands.

WWF SMACKDOWN!

Hidden Jabronis

1st year

2nd year

3rd year

4th year

5th year

6th year

7th year

8th year

9th year

Pre-Season Mania

1 pre-season

2 pre-seasons

3 pre-seasons

4 pre-seasons

5 pre-seasons

6 pre-seasons

7 pre-seasons

8 pre-seasons

10 pre-seasons



1-Hit Death with Melee Weapon

Down Down Down, Tripping Down

FIFA 2000

Hidden Super Teams

Rate of Fire Increase

Target Practice Mode

Instant Puzzle Solve Mode

1-Hit Death with Firearms

Kills foes with one hit when using a

Suicide Mode

Final Fantasy Tactics

Get Cloud in Your Party.



SYPHON FILTER 2

Mission Secrets, and what they unlock

Mission 1 - Colorado Rockies

When you find the H11 crate in the cave near the waterfall ravine you will unlock the "Colorado Rockies" achievement.

Mission 3 - Colorado Interstate 70

When you get the Binoculars out of the crate in the back room of the first house you will unlock the "Colorado Interstate 70" achievement.

Mission 8 - C-130 Wreck Site

Kill Archer with one shot as he rides the train. After the train is destroyed, you will unlock the "C-130 Wreck Site" achievement. Also, you will unlock the Syphon Filter 1 character in Two-Player mode.

Mission 9 - Pharcorn Expo Center

When you find the Gem in the locker, you will unlock the "Pharcorn Expo Center" achievement.

Mission 11 - Moscow Club 32

If you kill all three body guards on the dance floor at the beginning before they lose on the dance floor, you will unlock the "Disco Basement" arena.

Mission 12 - Moscow Streets

Get the PK-107 rocket launcher from the American soldier. Kill after you and a friend kill the Russian soldier. You will unlock the "Moscow Streets" achievement.

Mission 13 - Volkov Park

If you get the first car before the agent dies, it will unlock the "Volkov Park" achievement. The second car will unlock the "Surreal" arena.

Mission 15 - Aljir Prison (Break-in)

If you can make it through the whole prison without the first wave, you will unlock the "Aljir Prison" achievement.

Mission 18 - Agency Bio-Lab (Escape)

When you enter the Operating Room you will unlock the "Agency Computer Lab" achievement. If you enter the Operating Room by entering the door that leads to the second one that leads out into the hallway, you will unlock the "Agency Bio-Lab" achievement.

Mission 19 - New York Slums

Find the Dirty Laundry in the house in the slum building. This will unlock "Dirty Laundry" achievement.

Mission 20 - Slums District

If you make it to the top of the stairway in the parking garage you will find a key with the name "Mills Lane". This will unlock the "Slums District" achievement. Two-Player mode.

EA SPORTS TRIPLE PLAY 2001

One of the charms of Triple Play 2001 is the crowd of unlockables throughout the game. You'll find some of the All-Century team players who can be unlocked with consecutive strikeouts, diving put-outs and a whole slew of other things. Here's a complete list. Enjoy the pastime!

POTENTIAL CHEAT/ REWARD LIST

Skinny Players - One HR in a game with a player who weighs less than 160 (13 players—allow created players)

Large Players - One HR in a game with a player who weighs over 250 (four players—allow created players)

Strong Arm - Two Outfield Assists by same player in a game / two Pickoffs by same player in a game / two Caught Stealing by same player in a game

Fast Players - Three SB by same player in a game

Big Glove - One diving catch/wall climb in a game by team

Huge Glove - Two diving catches/wall climbs by in a game by team

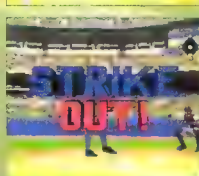
Pulsating Glove - Three diving catches/wall climbs in a game

Big Head - Four runs scored in a game by team

Huge Head - Eight runs scored in a game by team

Pulsating Head - Twelve runs scored in a game by team

Big Baseball - Three K's in a



game by team

Huge Baseball - Six K's in a game by team

Flaming Baseball - Nine K's in a game by team

Pencil Head - Six K's in a game by team (against User)

Tall Players - Eight hits in a game by team

Tiny Players - Twelve hits in a game by team

Tiny Head - Sixteen hits in a game by team

Power-up Offense (Every player on team's offensive attributes slightly increase) - eight HR hit in a game by team

Power-up Defense (Every player on team's defensive attributes slightly increase) - three double plays turned in a game by team

Power-up Speed (Every player on team's speed attributes slightly increase) - six SB in a game by team

Invisible Players - Three Triples in a game by team

Big Bat - Two HR by same player in a game

Small Bat - Three Strikeouts by same player in a game

Pulsating Bat - Five runs scored by same player in a game

Superstar Difficulty (Better than All-Star) - Defeat a team in Single Game with All-Star difficulty setting

CPU Assist (Catch-up logic) - Defeat a team by more than 10 runs

UNLOCKING THE HIDDEN LEGENDS

Hank Aaron - Two HR over 500 ft. from same player in same game

(any team) OR hit 50 HR in one season with an Atlanta Brave (Season Mode only)

Babe Ruth - Hit a HR with the pitcher (any team) OR Win the World Series with Boston (break the "curse of the bannino")

Willie Mays - Four diving putouts (catches/over the wall climbs/dive and throw out runner) in a game

Knockout Kings 2000

Pulsating Heads, Double Crosses, and

Unlock Mills Lane: Go into Exhibit on and



(any team) OR collect a HR, a SB, and make a diving putout with the same player in any post-season game (Season Made only)

Frank Robinson –Lead-off the game with back-to-back HRs (*any team*) OR Player from user team wins National League Triple Crown (*Season*)

Harmon Killebrew - Three HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins (*Season Mode only*)

Reggie Jackson - Hit 10 HR as a team in a game (any mode) or hit three HR with the same player in any World Series game (Season Mode only)

Mike Schmidt - Four HR from same player in same game (*any team*)
OR win the World Series with the Philadelphia Phillies (*Season Mode on(y)*)

Mickey Mantle - Hit a home run longer than 565 feet (*any team*) OR have a player from a user team win an American League Triple Crown (*Season Mode only*)

Jimmie Foxx – Eight RBI's from same player in same game (*any team*) OR collect 175 or more RBI's in a season with the same player (*Season Mode only*)



team in a season (Season Mode only)

Jackie Robinson -Steal four bases with the same player (*any mode*)
OR steal home in any post-season game (*Season Mode only*)

Ty Cobb - Steal home two times in same game (any team) OR win the World Series with the Detroit Tigers (Season Mode only)



the same pitcher in a season
(Season Mode only)

Cy Young - Pitch a complete game shutout (minimum five innings - any team) OR win 25 or more games with the same pitcher in a season (Season Mode only)

Island Stadium – Win a game by three runs in the following stadiums: Coors Field, Pacific Bell Park, Kauffman Stadium, Edison International Field



DRAFT CENTRAL

If you enter Season Mode you can engage in a draft. There are a lot of guys out there, and the first pick can set the tone for your entire team. Here's a list of who the computer will draft in the first ten picks, and who we suggest taking in the first ten. This, of course, considers the offensive arcade style nature of Triple Play 2001, which tries to convince gamers that pitching doesn't win championships.

Computes	OPM
SP-Pedro Martinez	SP-Pedro Martinez
SP-Randy Johnson	SP-Randy Johnson
IB-Rafael Palmeiro	3B-Chipper Jones
SP-Kevin Brown	C-Nan Rodriguez
SP-Kevin Millwood	RF-Sammy Sosa
SP-Jose Lima	SS-Nomar Garciaparra
SP-Travor Hoffman	2B-Roberto Alomar
IB-Mark McGwire	CF-Ken Griffey, Jr.
CP-Billy Wagner	RF-Wladimir Guerrero
IB-Todd Helton	SS-Alex Rodriguez

[illegible]

Legacy of Kain: Soul Reaver

Next Level Health: 

Maximum Health 100%

Refill Magic: *

Maximum Magic: 100

Pass Through Barriers. Hold L1

Wall Climbing: - 1 L1 and press
- 2 Right Lp.

Hurt Raziel: Hold L1 and press Left

Force: Hold L1 and press Left, Right, Circle Left, Right, Left
Constrict: Hold L1 and press Down, Right, Right, Circle Up, Up,

Down
Force Glyph: Hold L* and press

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right.

Sound Glyph: Ho d L I and pres

Water Glyph: Hold L1 and press Down Circle Up Down Riq

Sunlight Glyph:

Shift at Any Time: ☐

Left Circle, Right, Left []

Marvel vs. Capcom



tony HAWK

Kickflip McTwist



540 Board Varial



360 Flip to Mute



The 900



bob BURNQUIST

Backflip



One Footed Smith Grind



Burntwist



jeff ROWLEY

Backflip



Double Hardflip



Darkslide



bucky LASEK

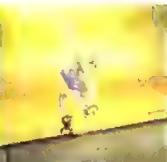
Kickflip McTwist



Fingerflip Airwalk



Variable Heelflip



Special Moves

chad MUSKA

Backflip



One Foot Thumpin'



360 Shove It



kareem CAMPBELL

Frontflip



Casper Slide



Kickflip Underflip



andrew REYNOLDS

Backflip



Heelflip Bluntside



Triple Kickflip



rune GLIFBERG

Kickflip McTwist



Christ Air



Triple Kickflip



jamie THOMAS

Frontflip



One Footed Nose Grind



540 Flip



elissa STEAMER

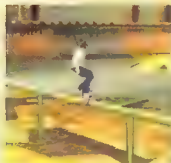
Backflip



Primo Grind



Judo Madonna



Hidden Skaters

officer DICK

Yeehaw Frontflip



Assume the Position



Neckbreak Grind



private CARRERA

The Well Hardflip



Somi Spin



Ho Ho Ho



Unlock the Making of Level 1

(History): INVASION

Unlock the Making of Level 2

(History): BIGGETA

Unlock the Making of Level 3

(History): DASBOOT

Unlock the Making of Level 4

(History): STJKA

Unlock the Making of Level 5

(History): KOMET

Unlock the Making of Level 6 and 7

(History): TWOSIXTWO

Unlock the Making of Level 8

(History): VCTORYDAY

Pictures of the Development Team:

DWIMOTHEAM

Secret Photo Gallery of Staff:

LW GALLERY

L. Henson Picture: COOLCHICK

A. Jones Picture: AJRULES

Mission Log Codes: For the next

two weeks, we have a series of game

entirely new passw0rds that highlight

Major updates and to any previous

Secret Codes: Career

Audie Murphy Mode (Invincibility):

MOSTMEDALS

Wire Frames: TRACEON

Cheaters Never Prosper: Enter

the password once the title box

appears in the main menu screen. You

hear a voice say "Cheaters never

prosper" once the trick is entered

correctly.

All Levels Open: Down, Up, Right

Left, Triangle >

Mega Points:

Triangle, Circle, X, Square

All the Gold Medals: [

Left, Right, Triangle, X, Square]

Metal Gear Solid

Snake's Tuxedo: T

Snake's Tuxedo: T

Snake's Tuxedo: T

Snake's Tuxedo: T

NHL 2000

Awesome Players: N

Awesome Players: N

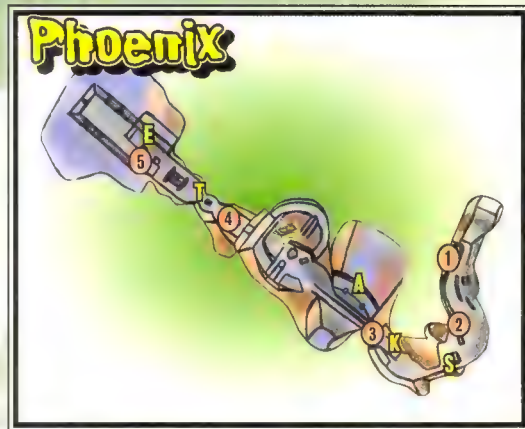
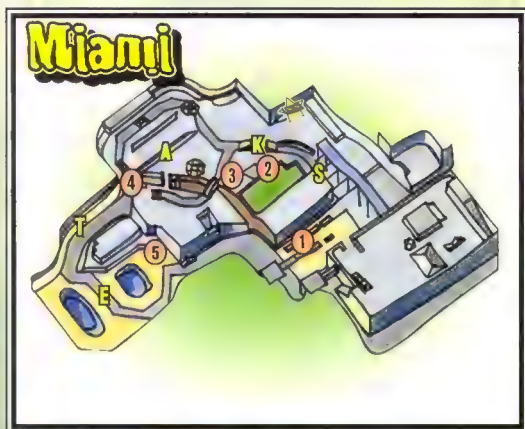
Awesome Players: N

Awesome Players: N

Awesome Players: N

Awesome Players: N

Awesome Players: N



Awesome Defensemen. "We're a player Sandoz (former Attorney General) this I will ask you, I've said this about a lawyer no more. And so."

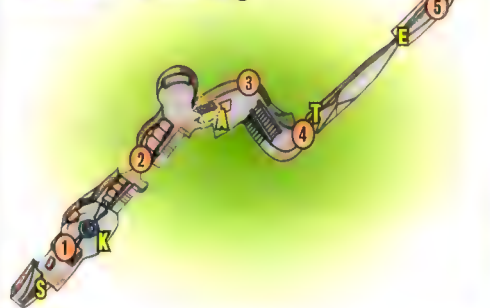
Awsome Goal e

View all FMVs: At the

Next Section Warp: During the

New Sled and Players. C...
... R... R2... X
... In... n... w... the S...
... 1... 1... 1...

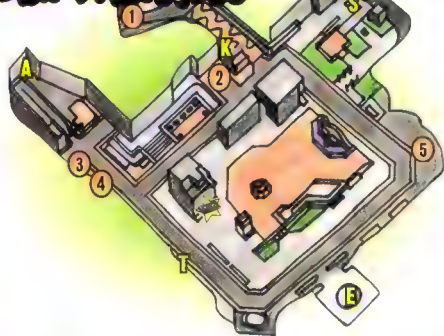
New York



Career Mode Maps

If you're struggling to find all the stuff you need in the Career Mode levels of THPS, these might be what you need. You'll be able to find S-K-A-T-E on each of the maps represented by the corresponding letters (duh!), while the numbers on each map represent the objective for each level. For example, the numbers in New York show where you'll find the signs for some good ol' fashioned wrecking. Finally, you'll notice a glowing tape icon to help you find those devilishly concealed hidden tapes. These should help you find what you're looking for. Skate or die!

San Francisco



Play as the Rippers in Ripto's Rage!
R1+L1+Triangle
R1+L1+Square
Triangle+Square

Spyro 2: Ripto's Rage

In the middle of the game, press R1+L1+Triangle. Now enter any of these combinations in the console. You will find a code that will make you invincible.

Big Head: Up, Up, Up, Up, R1+L1+Triangle

R1+L1+Triangle
PaRappa
R1+L1+Triangle
All Abilities: Circle Circle Circle Circle
View Credits: Square
R1+L1+Triangle
R1+L1+Triangle

Star Wars: Ep. I—The Phantom Menace

Test Droid Debug Cheat: Go to the main

RESIDENT EVIL

Resident Evil: Director's Cut

Double Ammo Trick: Double H

Resident Evil 2

Play as Hunk: Beat a

Play as Tofu:

Alternate Costumes

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada

Resident Evil 3: Nemesis

Boutique Key: To acquire the E

Giving the Final Nemesis the Dirt Nap

Explosive Shotgun Shells:

Herb Combinations: Herb+Abil,

Blue= Greens=

Red=

Green+Green=

Herb+Green+Blue= Cure

Herb+Green+Green+Green=

Green+Green+Blue= Cures "poison"

Herb+Green+Blue=

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Zelda 64
Turk 2: Seeds of Evil
MediEvil
Xenogears
Shrek vs. Jay
Soul Calibur (Arcade)
Ninja
Tomb Raider
Madeline N.Y. 99



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GoldenEye 007
Demolition Man
Metal Gear
X-Men
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Duke's Goo



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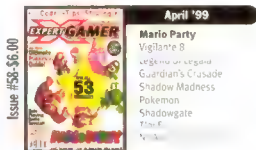
Rogue Squadron
South Park
MediEvil
Tomb Raider
Wild Frenzy
The Last Revelation
Crash Bandicoot
Superman
Naruto



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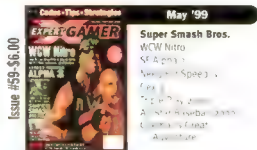
Silent Hill
Syphon Filter
Call of Duty
Marvel SH vs. SF
Civilization 2
Akali the Heartless
Snowboard Kids 2
Condemner
Madeline N.Y. 99



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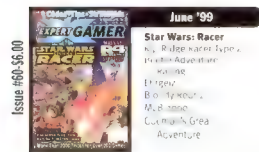
Mario Party
Vigilante 8
Vigilante 8
Guardian's Crusade
Shadow Madness
Pokemon
Shadowgate
The Sims
Naruto



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WCW Nitro
SF 2001
Vampire Hunter
The Sims
The Sims
The Sims
The Sims
The Sims
The Sims



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N.Y. 99
Rider's Edge
Rider's Edge
Rider's Edge
Rider's Edge
Rider's Edge
Rider's Edge
Rider's Edge
Rider's Edge
Rider's Edge



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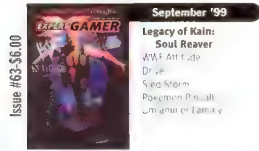
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape



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Pokemon Snap
Pokemon Snap
Pokemon Snap
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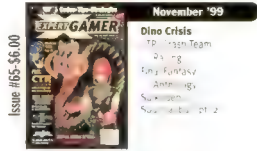
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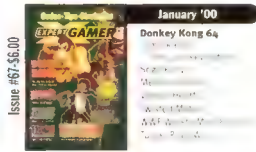
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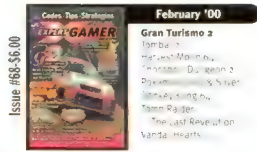
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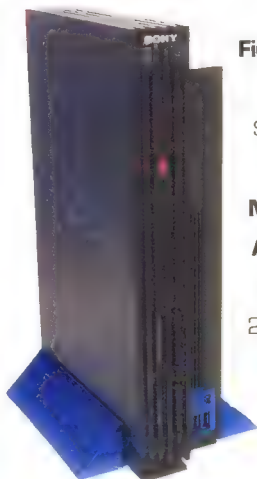
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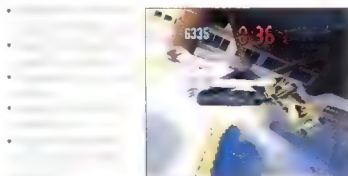
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